

Home Computing WEEKLY

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No. 38
Nov 22-28, 1983

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Battle over BBC micro

Several computer companies will be in the battle when Acorn's three-year contract to make BBC-branded computers ends next year.

Although there have been no outside discussions, the BBC has already started preliminary talks with Acorn.

A spokesman said: "There is nothing to stop anyone putting in a bid."

"It is not a formality that the contract will be renewed."

"If the discussions with Acorn are not successful we may invite other offers."

Sinclair Research and Dragon Data are asking for copies of the specification and a Commodore spokesman said: "We are always interested in getting business wherever we can and this is no exception."

Continued on page 5

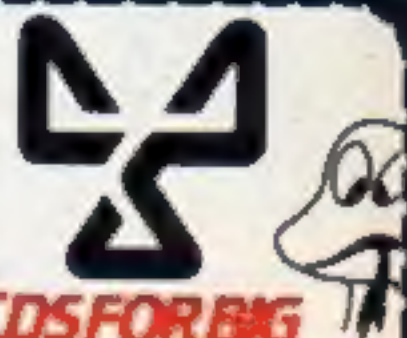
Video shops to sell software

You will soon be able to buy computer software in the same shops that rent video films.

A big distributor says a few shops will be stocking games by Christmas with many more to follow.

Peter Graham, chairman of Centre Video, is talking to software distributors about programs for the Spectrum and Commodore 64.

His company supplies 2,000
Continued on page 5



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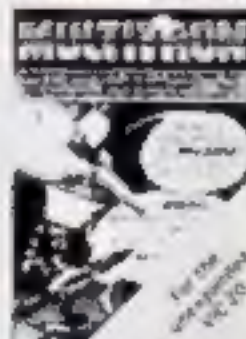
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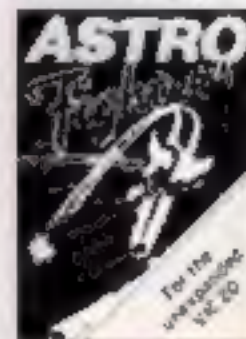
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More micro firms up before ASA

Oric has been hauled up before the Advertising Standards Authority again, for making misleading claims in advert in the computer press.

The company had said that the 48K Oric had VERIFY, DOUBLE, FLASH, and INVERSE facilities, plus a facility for drawing arcs at high speed in the high-res graphics mode.

But when put on the spot by the ASA, it failed to demonstrate that the facilities existed.

Two software companies reported to the ASA recently came off rather better.

Despite a complaint that Sparten Software's Housebreak game was likely to encourage burglary, the ASA decided that "although the subject of the game was tasteless, it was unlikely to cause offence, or to encourage criminal offences."

And Softek managed to defend its Super C compiler against complaints that it did not perform as advertised.

The advert stated that the compiler could "compile virtually any Spectrum BASIC statement", "instantly convert Spectrum BASIC into machine code" and convert any BASIC program into a compiled version.

But a Spectrum user from Brighton complained that Super C could handle only 62 of the Spectrum's 96 instructions and only 26 variables, and would not deal with programs containing INPUT statements — meaning that such programs had to be re-written especially for the computer.

After consulting independent experts, however, the ASA decided that Softek has explained these limitations, and that the advert's claims were fair enough.

*Advertising Standards Authority,
Brook House, Torrington Place,
London WC1E 7HN*

Out now from Sunshine is a full-feature assembler/disassembler for the Commodore 64. It includes a machine code monitor and file editor, and costs a mere £14.95.

Sunshine, 12/13 Little Newport Street, London WC2R 3LD

Home Computing WEEKLY

News	3-6
Free Bug-Byte T-shirt voucher	5
Oric program	11
Earn your fare from Danger Island	
£1,000 software competition	15
New Generation games must be won	
Software reviews	17
... for Dragon, BBC, Spectrum, TI-99/4A	
Software reviews	18
Action games for Spectrum, Commodore 64, Dragon	
VIC-20 program	21
Save your town from disaster	
Software reviews	23
Useful programs for Oric, Spectrum, TI-99/4A	
Software reviews	25
Games for ZX81, Commodore 64, Spectrum, TI-99/4A	
TI-99/4A program	27
Software reviews	49
Maze games for BBC, Oric, Spectrum, TI-99/4A	
Letters	32-33
Atari program	35
Suit yourself with Poker Patience	
Dragon programming	37
Make your printer obey orders	
U.S. Scene	40
Software charts	41
BBC program	42
Profile: Wintersoft	47
Software reviews	48
Adventures for Dragon, Spectrum, Commodore 64	
Sord M3 program	49
One Man's View	52
Classified ads start on	60

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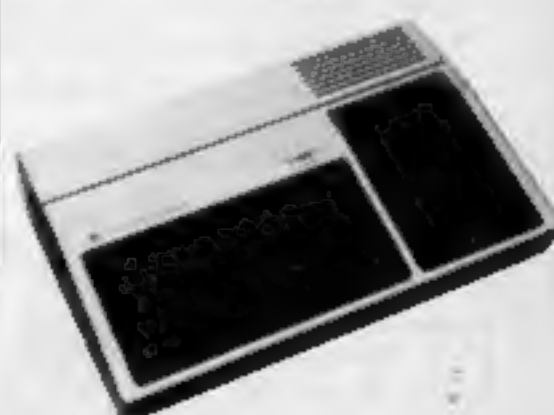
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There's five pages of software reviews in this issue. Read before you buy



Our first program for the new Sord M5 is on page 49



Watch out for the Micro Tips scattered throughout this and future issues of Home Computing Weekly

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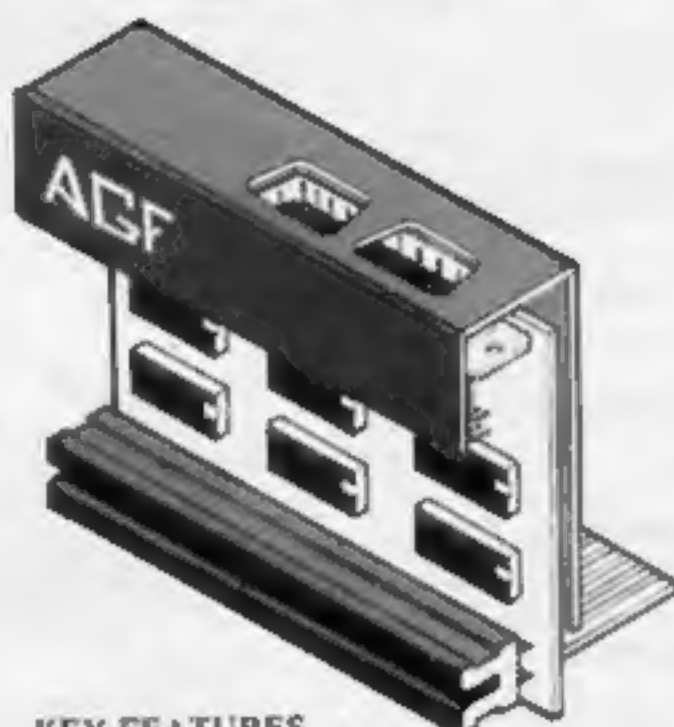
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The Interface Module II has been specially designed to plug on to the rear connector of your ZX Spectrum or ZX81 and allow you to connect any standard Atari type digital Joysticks. All of the computer's connections are duplicated on an extension connector so that you can still use any other devices intended for use with your computer. The Interface Module II resides in the same memory space as the keyboard, which remains fully functional at all times, therefore it will not interfere with anything else connected.

When a suitable joystick is plugged into 'Player 1' socket its action will mimic pressing the cursor keys, up "7", left "5" and so on. The firing button will simulate key 0. This unique feature guarantees the best software support.

Take a look at the selection of compatible games we have listed. More are being added all the time as a result of our contact with the various software companies.

A second Joystick may be connected in the 'Player 2' position which simulates in a parallel fashion keys T-Y-U-I-P. This will allow you to play a whole new generation of two player games.



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- Proven cursor key simulation for maximum software support
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- Second Joystick facility
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	: Software	£4.95
3D Tunnel	: " "	£5.95
Knot in 3D	: " "	£5.95
Cyber Rats	: Silversoft	£5.95

COMPATIBILITY CASSETTES £4.95

These cassettes have short programs to load before the chosen game which will convert it to use the cursor keys and therefore become compatible with the Interface Module II.

Cassette 1 converts	Cassette 2 converts
Arcadia	Centipede
Schizoids	Planetoids
Hungry Horace	Jet-Pac
Horace Goes Skiing	† Pssst
Spectres	† 3D Combat Zone
Penetrator	† Invaders

† Will require 48K Memory.

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BBC micro

From front page

For each BBC micro sold the corporation gets a percentage. So far about 200,000 have been sold, mostly to schools, giving Acorn a big boost.

Acorn is expected to report £10m profits this year, helped substantially by this contract. It recently launched a "cut-down" model, the Electron, at £199.

Richard Wadman, Dragon's marketing boss, said his company was writing to the BBC for a specification.

Depending on the details, Dragon would offer to build a machine that met the specifica-

tion or adapt a future machine now on the drawing board.

Mr Wadman, a former lecturer in statistics and computing, said the Dragon was designed with education in mind.

He said: "We feel that our machine has been passed over for education largely because of the time it arrived."

Many were now in use in schools, but the Dragon has been launched later than the Spectrum and BBC computers, for which schools get a 50 per cent Government grant.

Sir Clive Sinclair is known to have been unhappy that his company was not awarded the BBC contract. Among the computers considered at the time was the Newbrain.

Now, a Sinclair spokeswoman said, "We want to look at the ground rules to see if we want to enter. We want to encourage the BBC to look at other computers before a new contract is signed."

Robert Blood, for Acorn, said: "The BBC has given no indication that it wants a change or that it is looking around. On the contrary, there are positive indications that it does not want to change. It will be a formality to renew."

The contract comes to an end in autumn next year and Mr Wadman said he expected a number of computer companies to put in a bid. Overseas firms would ensure they had UK manufacturing to ensure they were not excluded because of foreign ownership.

Video shops

From front page

video shops throughout the UK and has a team of 30 salespeople.

He said: "We are simply adding computer software to our price list and contacting all the retailers and suggesting it would be a good idea to start stocking it."

"After all, people who have a video recorder are not the type of people who are likely to be frightened of high-tech."

He said they may even distribute home computers. And to encourage reluctant purchasers, he is planning to offer a hire-or-buy scheme already offered by some public libraries.

Customers would try a Spectrum, plus software, for a week at a hire fee of about £10. If they wanted to keep it the £10 would come off the purchase price.

Mr Graham, who owns a Spectrum himself, said: "I would like to talk to Sinclair about doing it all over the country."

Centre Video was founded nine years ago. Mr Graham owns 70 per cent of the company and 26 per cent is owned by the National Coal Board pension fund.

He said: "I expect the first tapes to go on sale in the first shop within a couple of months."

"The shops are coming round to the fact that there is additional profit to be made."

Jeff Minter, boss of Llama-soft, said his company would sell tapes to any retailers — providing they were not hired out.

Asked about the principal of hiring computers, Bill Nichols, for Sinclair Research, said: "It's a very interesting development. It's something which is being done by libraries, but I don't think anyone has done it on a large scale before."

"I think it could increase sales. It will be interesting to see the results."

Centre Video, French's Avenue, Dunstable, Beds LU6 1BH

Briefly

The BBC is the latest micro to get a version of The Hobbit, the adventure program originally written for the Spectrum by Melbourne House and now available for the Oric and Commodore 64. But because of the BBC's memory limitations, it will be a text-only version. Price: £14.95, which as usual includes a copy of the book on which the program is based.

Melbourne House, 224 Stanley Road, Teddington, Middlesex TW11 8UE



Just to show that it isn't leaving TI-99/4A owners in the lurch, Texas Instruments has got together with Collins Educational to produce four software packs which take you from the basics of programming right through to writing your own games. They are Starter Packs 1 and 2 and Games Writer Packs 1 and 2, and cost £9.95 each. From Texas Instruments dealers.

Did you get it right?



Here's the solution to the Virgin Games word square competition which appeared in issue number 33.

We asked you to find the Virgin software titles hidden in a square of letters and provided a list of games, some of which were in the square.

Many entrants found all the titles... and some found words not in our list.

The first 40 correct entries we opened will get about £25-worth of games from Virgin for their computers, Spectrum, BBC model B or Dragon.

They will be despatched by Virgin to reach the winners within 28 days.

The winners are:

W. H. Walker, of Stevenage; Miss J. M. Bould, Shrewsbury; Mr R. Chowdhury, Houghton Regis; Andrew Young, Davyholme; J. R. Allison, Bury St Edmunds; David

Nelson, Wishaw; Mr R. Longhurst, Huntingdon; Elizabeth Knight, Orpington;

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● Keep this voucher, and the one in last week's issue, and send it to us with the coupon in the next week's Home Computing Weekly. If your envelope is among the first 750 we open you will receive a free Bug-Byte T-shirt, depending on the size requested.

Free T-shirt

Home Computing Weekly 2 BUG-BYTE SOFTWARE Voucher



Newbrain's future secure

The Newbrain will soon be on sale in more dealers than ever, according to Allan Mann of Brainwave.

Brainwave, which also sells Newbrain software, was recently appointed sole UK distributor for the Newbrain by Tradecom, the Dutch company which has taken over the Newbrain's design and marketing rights from Grundy.

But Mr Mann said that Brainwave would be adopting a new approach to the Newbrain's marketing. "It was marketed by Grundy as a home machine, sold over the counter. But that's not really what it was designed for — it was designed as a business machine."

"Because it's aimed at the business market, it does a lot of things that home micros don't do. So dealers can't just leave people to play a few games on it — they need to explain the features to them."

That's why we'll be putting more emphasis on selling the machine through specialist dealers."

Grundy had a policy of not disclosing much technical information about the Newbrain, but Tradecom is taking the opposite approach. According to Allan Mann: "Tradecom will give any amount of information to companies who want to make add-ons for the Newbrain."

"It wants to encourage people to open the box. And if it likes the peripherals people come up with, it'll market them too."

Mr Mann said that Tradecom was itself working on a networking module, which would enable 16 Newbrains to communicate and share peripheral equipment.

And Brainwave has produced some new programs for the Newbrain's relaunch. As well as business programs, these include a 30K adventure game with 50 different monsters to fight.

Mr Mann said he was confident that Tradecom and Brainwave would be able to succeed where Grundy had failed.

He said: "I don't really know how Grundy managed to go under — the order books were full. I've been in touch with all the big UK dealers, and without exception, they've all said they'll restock. The response from the marketplace has been tremendous."

"In fact, a group of the dealers had even taken the unusual step of getting together to try and buy the rights to the Newbrain, before Tradecom stepped in."

Editor Ray

HCW contributor Ray Elder has been appointed editor of our sister magazine, ZX Computing. He succeeds Roger Munford who is now a freelance journalist. We would like to wish the best of luck to both of them.

Ace company up for sale

If you have dreamed of owning a computer company, now's your chance.

Jupiter Cantab, which made the Jupiter Ace, is now being offered for sale by liquidator Dennis Cross.

Launched at the end of last year, the Ace is the only home computer using Forth as its built-in language instead of BASIC.

In a statement, Mr Cross' firm says problems began when Jupiter Cantab expanded into UK and overseas retail and distribution markets and large orders were placed which were

either not taken up or not paid for.

This caused strain on cash flow, halting further research and development into areas like robotics and control for which the Ace was suited.

It ends: "Time ran out for Jupiter and the Ace's true potential remained unrealised."

All the employees of Jupiter Cantab have been dismissed. Mr Cross is offering the company for sale as a going concern. If no suitable offers are received, he will have to sell off the stock for as much as can be raised for the creditors.

Mr J. D. Cross, Chater and Myhill, Sussex House, Hobson Street, Cambridge CB1 1NJ

Teaching programs for the Spectrum

Sixteen new programs recently launched by Sinclair will boost the Spectrum's credibility as an educational micro.

For all 16, Sinclair has followed its usual policy of teaming up with another company, which writes the software for Sinclair to market.

But one of the companies it is collaborating with is best known for books rather than software — Macmillan Education, which is a leading publisher of school text books.

Macmillan is contributing a total of nine programs to the range. There are five Learn to Read programs, for five to seven year olds, and four Science Horizon programs aimed at eight to 12 year olds.

In addition, Blackboard Soft-

ware has developed six spelling and punctuation programs for six to 12 year olds.

And Sinclair is also offering Micro-PROLOG, a version of the PROLOG programming language, adapted for micro-computers by Logic Programming Associates.

Micro-PROLOG allows you to talk to the Spectrum in simple English-like phrases, and makes it easy to build up an information database which can answer questions like an "expert system".

The full-scale version of PROLOG has been used to program sophisticated artificial intelligence machines.

Initially the programs will be available by mail order only. The Macmillan programs cost £9.95, the Blackboard programs cost £7.95, and the Micro-PROLOG costs £24.95.

Sinclair Research, Stanhope Road, Camberley, Surrey GU15 3BR



Sir Clive Sinclair and Harold Macmillan at the launch of Macmillan and Sinclair's joint venture into educational software

48K ZX SPECTRUM ADVENTURES - PICTURE GRAPHICS AND COLOUR



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You discover the entrance to an ancient pyramid blocked by a rock. Once inside, you discover fire rooms, ice rooms and other traps set by the builders to protect the Pharaoh. £4.95



A rope above a rock fissure is the only way into this Magic Mountain, or is it? Legends tell of vast stores of treasure but also of poisonous spiders, lizards and magic at work. £4.95



An old deserted mining town holds the clues to the location of a lost gold mine. Once in the mine, your problems are not over - the roof creaks alarmingly and might cave in. £4.95

16K ZX SPECTRUM GAMES AND PUZZLES



It is nearly dawn, you are poaching rabbits in a field of carrots. See how many you can bag undetected by the game keeper. Highly original arcade style game. £4.95



The cassette of the book. Contains six games (including Castle Walls, Great Fire of London, Reversi) machine code assembler, disassembler. £5.95 Book available separately £6.50



The traditional game with superb screen presentation. Score points by making the two ends add to a multiple of five or three. The first one to reach 72 points wins. £4.95



The computer breaks and shuffles a two by two coloured square, whilst you watch the moves it makes. You must then unscramble it to reassemble the original squares. Machine coded. £4.95

48K ZX SPECTRUM GAMES

16K ZX81



To find the Black Planet you need 7 pieces of the key each hidden on different planets, and needing different puzzles to be solved. On the way, you fight off the pirates who get steadily more desperate. £5.95



You are Spectrasses, battling in the arena with Gorgon, whose stare can turn you to stone. To recover the lost chalice, you must also win a swordfight with Grang, inside his cave. £4.95



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DARK DUNGEONS	K.B.	16K	£5.95
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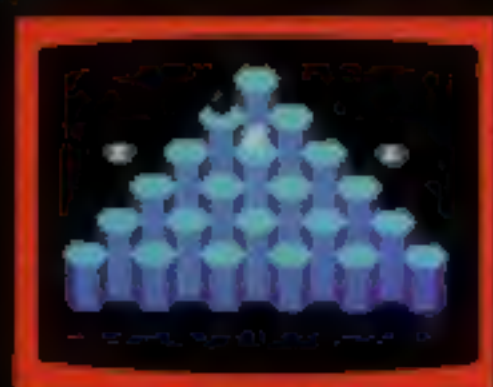
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WHEELER DEALER

As for the Commodore 64, but now available for the 48K Spectrum, Texas TI99/4A and Dragon.£5.50

VIC-20 GAMES AND UTILITIES

JACKPOT

This is it, the ultimate Fruit Machine for the VIC with nudge, hold and respin 100% machine code. "Overall Jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap and nasty." Home Computing Weekly No. 20 19/7/83.£5.50

KWAZY KWAKS

Accuracy and speed are required for this Shooting Gallery, superb use of colour and graphics in this new and challenging game from the author of Jackpot. 100% machine code, joystick or keyboard control.£5.50

PACMANIA

Choose your own game from the following options — difficulty 1-3 speed 1-3, size of maze 1-3, visible or invisible maze, still or moving power pills, define your own key controls, any combination, if this is your type of game, then this is the one for you, for the 3K expand VIC.£5.50

BUGSY (Joystick Only)

This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stones but avoid bumping into him or its sudden death! An original compulsive and challenging game.£5.50

MINI-ROULETTE — PONTOON — HI-LOW

Three great games of chance for the VIC, try to beat the computer, hours of fun, full colour, sound effects and tunes.£5.50

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.....£7.50

SUPER BANK MANAGER — A full feature version any memory size, but needs 3K expansion.£7.50



COMMODORE 64 GAMES AND UTILITIES

JACKPOT 64

At last its here, specially written for the 64, by the author of "JACKPOT" the ultimate Fruit Machine program for the VIC£5.50
(available from 1st Nov)

WESTMINSTER

A game for up to four players, can you lead the party of your choice and win the general election, you tour the 60 constituencies (seats) buying votes, when you can, (just like the real thing), this must be one of the first board type games specially written for the computer. Why play on your own, have fun with your family and friends playing WESTMINSTER.£5.50

WHEELER DEALER

A game for two to twenty players, become a tycoon of the motor trade, you must obtain gearboxes, tyres and engines to produce cars for sale. Form syndicates, buy and exchange parts, buy dealerships, but be careful, you may become bankrupt and have to liquidate, find out what you are made of, have you got what it takes to become a WHEELER DEALER.£5.50

LUNAR RESCUE

Our new version, avoid the asteroid belt, to rescue the stranded scientists, then fight your way back to the mother ship, fast reactions are required to safely land and dock your lunar module.£5.50

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CHIPMON — Contains a one- or two- pass Assembler, Disassembler and Monitor. A programming aid for the development of machine code programs and routines on the CBM 64£12.50

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Other software available for the VIC and Commodore 64, send for free brochure, including RABBIT SOFTWARE at £5.50 each.

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DEALER ENQUIRES WELCOME

Keep cool, calm and collecting

All you need is £8 to get you off Danger Island and safely home. Simon Lucas, who wrote this mini-adventure for either Oric, explains how to earn your fare

It was bad enough choosing Danger Island for your holiday, but now you've run out of money, how do you ever get home?

Well, there is one way. Scattered around the island are eight valuable objects. If you can collect them and take them to the pawnbrokers, you can get £1 each for them. Collect all eight and you have got just enough money for your fare home.

The treasure you must find are: a teapot, horseshoe, nugget, Chinese kite, Swiss Army knife, silver needle and a walking stick.

The program will respond to two-word phrases. The words you can use are:

INVENTORY
SCORE
GRAB
LEAVE
SWIM
JUMP DOWN
GO OUT
LOOK
EAT
SEARCH
EXAMINE
GIVE
GET
TAKE
GET
DROP
PUT
CLIMB
OUT
GO IN
THROW
DRINK
SLEEP

The program was written in a 48K Oric, but should work on the 16K model.

Before you type the program in, there are two points you

should note. The listing was produced on a printer which prints the £ sign as _ (an underscore), so you should change this back. Second, you may find some lines seem to be too long to enter. They will fit if you enter PRINT as the shorthand ? (question mark).

One problem with listing Oric programs is that the printer will

randomly produce squiggles. This is caused by the keyboard scanning interrupts interfering with the output from the printer port.

To produce a squiggle-free listing, all you need to enter is: CALL (hash sign)E6CA:LLIST CALL (hash sign)E804



ORIC PROGRAM

```

3016 PLOT2,25,"You need 8 pounds for your fare home"
3017 PLOT2,26,"and each treasure is worth 1"
3020 RETURN
9999 END

10000 DATAon a footpath with trees on either side.,0,0,2,0
10010 DATAon the shores of a large lake,0,3,0,1
10020 DATAon a mountain track,2,4,0,0
10030 DATAat the top of a mountain. I can see for miles.,3,0,5,0
10040 DATAby a waterfall,0,10,0,0
10050 DATAon a narrow mountain track. It is very misty here.,0,7,4,0
10060 DATAby a rock fall. There are boulders everywhere.,0,8,0,0
10070 DATAby a cave entrance,7,0,9,0
10080 DATAin a vast cavern with stalagmites everywhere.,0,0,11,0
10090 DATAby the waterfall. There is a very tall tree here.,5,11,0,0
10100 DATAin the waterfall. I can see a cave entrance.,10,0,12,0
10110 DATAat the other side of the waterfall.,0,13,0,11
10120 DATAon a footpath,12,14,0,0
10130 DATAat the bottom of the mountain. There is a small village.,13,16,15,17
10140 DATAon a main road.,18,0,0,14
10150 DATAby the village blacksmiths. It is closed.,14,0,0,0
10160 DATAby some houses. There is an old lady here.,0,0,14,0
10170 DATAon a road bridge.,0,15,19,0
10180 DATAon the main road,20,0,0,18
10190 DATAby a pawnbroker's shop,0,19,0,0
10200 DATAinside the pawnbroker's shop. Drop your treasures here
10210 DATAup a tree,0,0,0,0
10220 DATAon a small island,0,0,0,0
10230 DATAan old empty beer can,12,some algae,11,a small boy,4
10240 DATAa tiny GOLDEN nugget,9,a HORSESHOE,16,a TEAPOT,17
10250 DATAa WEDDING RING,23
10260 DATAa valuable Chinese KITE,22
10280 DATApebbles,11,stones,7,a squirrel,13,nuts,1,a shovel,23
10290 DATAa hammer,16,a dog,17,some dog food,1,a large boulder,8
10300 DATAbeer,1,can,1,ALGAE,2,BOY,3,SWISS,3,SHOE,4,ROLLS,4,GLB,5,
NUGGET,5
10310 DATAHORSESHOE,6,SHOE,6,TEAPOT,7,SILVER,8,NEEDLE,8,WEDDING,9,RING,9
10320 DATACHINESE,10,KITE,10,PEBBLES,11,STONES,12,SQUIRREL,13,NUTS,14,SHOVEL
10330 DATAIS,HAMMER,16,DOG,17,FOOD,18,BOULDER,19
11000 AZ=0
11030 IFBZ(3,1)=21 THENAZ=AZ+1
11040 IFBZ(4,1)=21 THENAZ=AZ+1
11050 IFBZ(5,1)=21 THENAZ=AZ+1
11060 IFBZ(6,1)=21 THENAZ=AZ+1
11070 IFBZ(7,1)=21 THENAZ=AZ+1
11072 IFBZ(8,1)=21 THENAZ=AZ+1
11075 IFBZ(9,1)=21 THENAZ=AZ+1
11080 IFBZ(10,1)=21 THENAZ=AZ+1
11090 RETURN
12000 FORH=1TO23:READQ(H):FORQ=1TO4:READS(H,Q):NEXTQ,H
12010 FORH=1TO19:READG(H):BZ(H,1)=NEXT
12040 FORH=1TO27:READN(H):NZ(H)=NEXT
12050 RETURN
12999 REM GET ROUTINE
13000 GOSUB13500:IFLX=1THEN13020
13010 GOTO100
13020 EX=0:FORH=1TO19:IFBZ(H,1)=PZ ANDBZ(NZ(H),1)=PZTHENEZ=1
13030 NEXT
13040 IFEZ=0THEN100
13041 IFR=23THENAR=AR+1
13042 IF(R=4ORR=5)ANDAC<>1THENPRINT"I can't do that dummy!":GOTO1

```

```

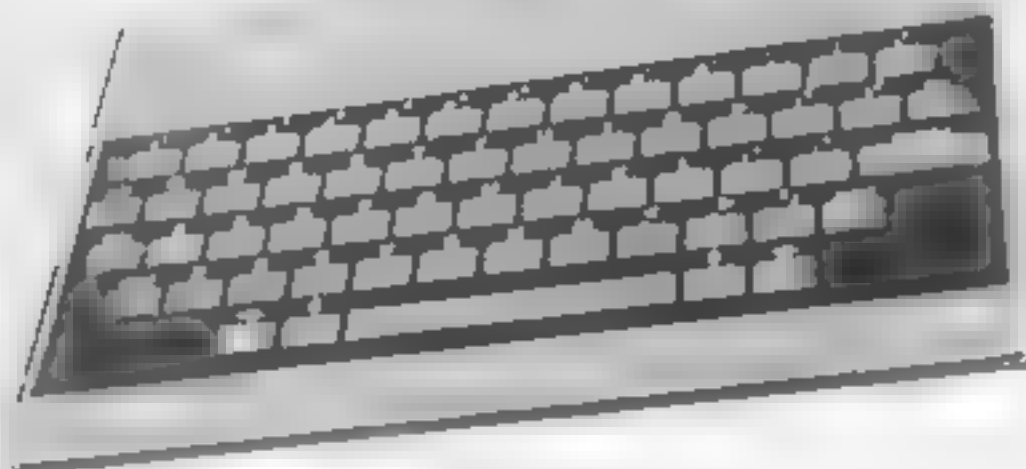
00
13043 IFR=25THENPRINT"It has savagely attacked me aaagggghh!":GOTO17
13450 EX=0:FORQ=1TO3:IFVQ(D)=""THENVQ(D)=G$*NZ(R):EX=1:Q=5
13460 NEXT
13342 IFEZ=0THENPRINTI$(30):GOTO100
13480 BZ(NZ(R),1)=0:GOTO100
13499 REM ROUTINE TO MAKE SENSE OF RESPONSE
13500 LG="":FOPH=1TOLEN(LZ)
13510 IFNID(LZ,H,1)="" THENLZ=RIGHT$(LZ,(LEN(LZ)-H)):H=H+40
13520 NEXT
13530 R=0
13540 LZ=0:IFLEN(LZ)<2THENRETURN
13550 FORH=1TO27:IFLEFT$(NZ(H),LEN(LZ))=LZ THENLZ=LZ+R:H=H
13560 NEXT
13570 RETURN
13999 REM DROP ROUTINE
14000 GOSUB13500
14010 IFLX=1THEN14030
14020 PRINTCHR$(133)"I can't see a ":LZ:GOTO100
14030 EX=0
14040 FORQ=1TO3:IFVQ(D)=G$(NZ(R)):THENVQ(D)=""EX=1
14050 NEXT
14060 IFEZ=1THEN14080
14070 PRINTCHR$(130)"I've not got it dummy!":GOTO100
14080 BZ(NZ(R),1)=PZ:CLS
14090 IFR=23THENAR=0
14100 IFPZ=17ANDR=26THENAR=1:PRINT"It is busy eating. I think I can
escape"
14500 GOTO100
14699 REM INVENTORY ROUTINE
14700 CLS:PRINTCHR$(130)"I have :- "
14705 FZ=0
14710 FORH=1TO3:IFVQ(H)<>""THENPRINTCHR$(131):VQ(H):FZ=1
14720 NEXT
14730 IFFZ=0THENPRINT"Nothing at all"
14735 PRINT
14740 GOTO100
15000 CLS:PRINT:PRINT:PRINT:PRINTCHR$(131)"How dare you talk to me
like that?"
15010 PRINT:PRINT:PRINTCHR$(132)"What have you got to say to me now?"
15020 REPEAT:INPUTZ:ZAP:UNTIL Z$="SORRY":RETURN
16999 REM SWIM ROUTINE
17000 IFPZ=2ORPZ=23THEN17020
17010 PRINT"I can't swim here! IDIOT!":GOTO100
17020 PRINT"D.V."
17030 IFPZ=2THENPZ=23ELSEIFPZ=23THENPZ=2
17040 GOTO100
17499 REM DEATH ROUTINE
17500 CLS:PAPER7:INR=1:PRINT:PRINT:PRINT:PRINT"I FELL AND BROKE MY N
ECK "
17510 PRINT:PRINT:PRINT"I AM DEAD"
17520 PRINT:PRINT:PRINT"Do you want to play again?"
17530 GETAS
17540 IFA$="N"THENEND ELSE RJN
17599 REM THPOW ROUTINE
17600 GOSUB13500
17610 IFLZ=1THEN17630
17620 PRINT:PRINT"I can't see a ":LZ:GOTO100
17630 EX=0
17640 FORQ=1TO3:IFVQ(D)=G$(NZ(R)):THENVQ(D)=""EX=1
17650 NEXT
17660 IFEZ=1THEN17680
17670 PRINT"I've not got it "" dummy!":GOTO100
17680 IFPZ=2THENBZ(NZ(R),1)=PZ+1ELSEBZ(NZ(R),1)=PZ
17690 PRINT"D.V."
17700 GOTO100
17999 REM SEARCH ROUTINE

```


ORIC PROGRAM

```

18000 IFPZ=7THEN18010ELSEPRINTCHR$(130)"I can't find anything":GOTO
100
18010 G$(4)="A BADGEE from a ROLLS ROYCE car"
18015 IF A2<>0THENPRINT"There's nothing else here!":GOTO100
18020 PRINT"I have found something """:A2=1:GOTO100
19000 IF A2<>1THENPRINT"I don't have anything to dig with":GOTO100
19010 PRINT"I have found something"(G$(8)):"A SILVER C needle":A2=2
:GOTO100
19500 GOSUB13500:IF L2=1THEN19515
19510 GOTO100
19515 IFPZ=4ANDR=22THENPRINT"He takes a few and offers me something"
19520 IFPZ=4ANDR=22THENPRINT".o exchange. He then runs off singing"
19530 IFPZ=4ANDR=22THENG$(13)="A SWISS ARMY KNIFE":N$(4)="KNIFE":A
C=1:GOTO100
19540 IFPZ=21ANDR=22THENPRINT"The squirrel doesn't like them":GOTO
100
19550 PRINT"I'm not quite sure I know what you mean":GOTO100
    
```



Micro Tip

Dragon

Switch your switch

A very simple, and useful, modification to the cassette recorder that you use with your Dragon is a switch to override the computer control of the cassette motor.

Connections could not be easier, as a wire to each side of the remote jack will provide this function. Use a small, neat switch to suit the appearance of your particular recorder — there is a wide choice available from any electronic supplier.

Mount the switch at a convenient point on the cassette recorder case, making sure there is plenty of clearance, and solder the four connections. It now becomes easy to rewind program tapes while running programs, and to position DATA tapes accurately without pulling out the remote plug.

Many recorders make the job even easier as they feature an electrical (as opposed to mechanical) PULSE switch, which in its present form simply cuts the power to the motor.

Although this feature is of limited use, a small wiring re-arrangement will provide the more useful override facility.

All you have to do is move the wire which goes from the pause switch to the motor to the other side of the switch and provide a new wire from the now spare switch contact to the dc supply side of the remote jack.

A further use for this is to find the gap between programs. Type AUDIO ON and switch on the override.

Eric Craven

Ω OMEGA SOFTWARE Ω

FOR DRAGON 32

GO FOR BROKE

A board type game for all the family!

Attempt to Bankrupt your competitors by skillful wheeling and dealing on the property market. High Res graphics, and incorporates "save" feature to continue game at a later date.



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Ω OMEGA Ω
FOR DRAGON 32

COMPETITION

ENGLISH SOFTWARE

38 chances to win
in our great spot the
Difference competition.

THERE'S more than £1,000-worth of software which could be won by readers who can spot the differences.

We have got together with English Software which is offering 38 prize packages worth £27 each. The prizes are for Atari and Commodore 64 computers.

And, as usual in Home Computing Weekly, the competition is fun to do, easy to enter . . . and free.

The prizes

English Software will choose a selection of tapes worth about £27 for each of the 38 winners.

Atari owners will get a package chosen from the following

Steeple Jack
Word Olympics
Xenon Raid
Air Strike 2
Krazy Kupier
Captain
Slicky's Gold
Jet Boot Jack
Hyperblast

Venus
Voyager
Marathon
Diamonds
Firefleet
Tutot Card
Hatty Builders
Bombastic
Air Strike 1

If you own a Commodore 64 your prize will be selected from these titles.

Superfont 4.0
Neptune's Daughters
Spritemaker 64

The winners' names and the solution will appear in Home Computing Weekly. The editor's decision is final and no correspondence will be entered into.

How to enter

Look carefully at the two cartoons below — there are a number of differences between the two.

Circle the differences on the right hand cartoon and then fill in your name, full address and the words Atari or Commodore 64, depending on the prizes you would like.

Then cut around the broken lines, seal the drawing with coupon attached in an envelope — and write clearly on the back of the envelope the number of differences you found.

Post your entry to English Software Competition, Home Computing Weekly, 145 Charing Cross Road, London WC2H 0EE. Entries close at first post on Friday

December 9. The winners will be the first 38 correct entries opened, regardless of prizes chosen, at noon on that day.

Copies of the coupon will not be accepted. The solution and the names of the winners will be published in the news columns of Home Computing Weekly and the prizes will arrive from English Software within 28 days of the publication of that issue.

The rules

The first 38 correct entries drawn at noon on Friday December 9, 1983, will win the prizes. Coupons which are not fully completed and envelopes without the number of differences found on the back will not be considered.

Entries will not be accepted from employees of Argus Specialist Publications, English Software and Abaster Passmore & Sons. This restriction also applies to employees' families and agents of the companies.

English Software Competition Entry Coupon

Name _____

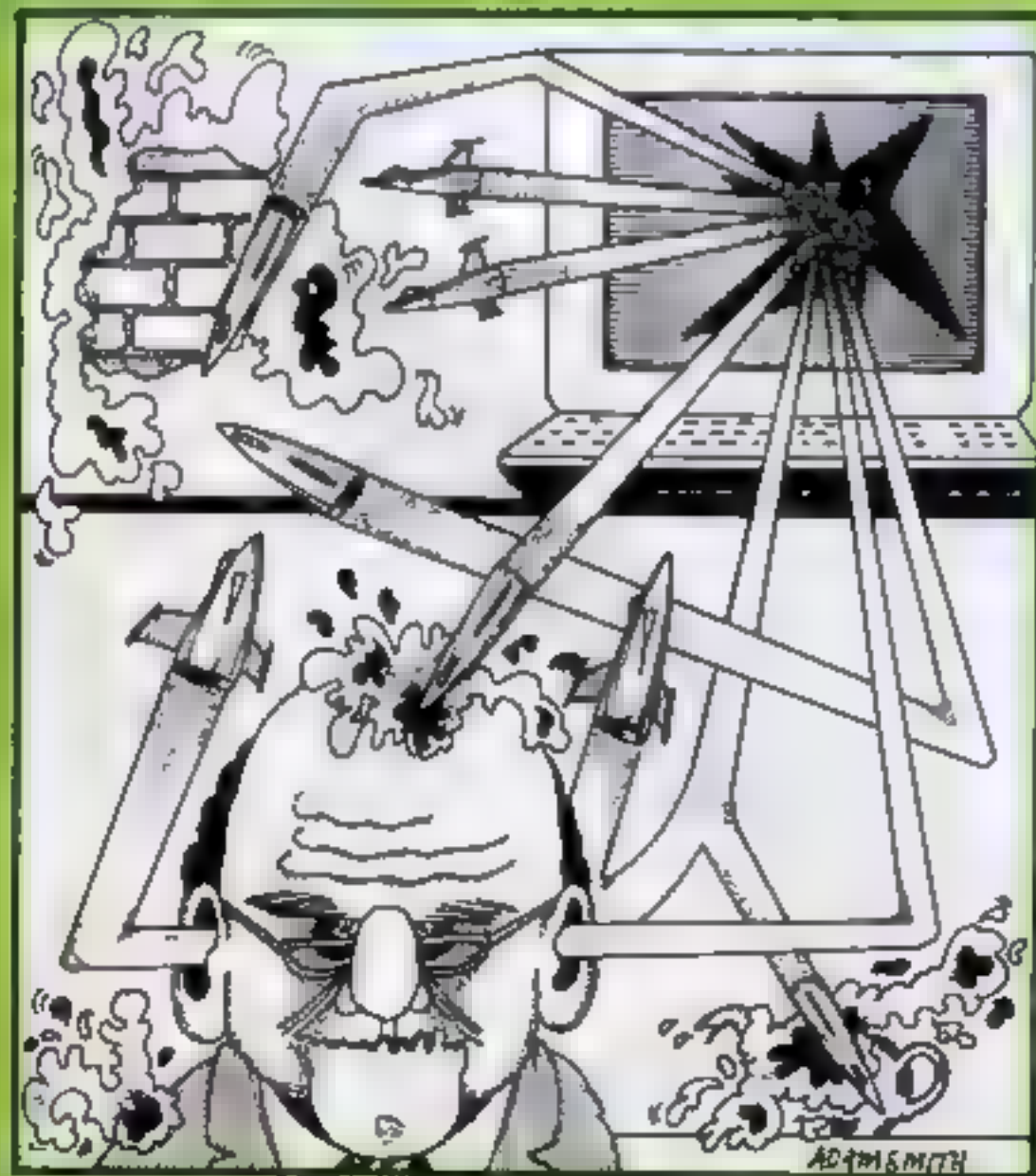
Address _____

_____ post code _____

Computer _____

Number of differences found: _____

Post to English Software Competition, Home Computing Weekly, 145 Charing Cross Road, London WC2H 0EE. Closing date: first post, Friday December 9, 1983. Do not forget to write the number of differences on the back of the envelope.



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reach the terrifying top ... confront and kill Count Kreepie, ridding the
world of this Transylvanian Terror.

Can you survive the Top of the Tower? £6.50.

RICHARD SHEPHERD SOFTWARE

NEW DEALERS WELCOME — RING JOHN SALTHOUSE ON 06286 63531

All programs are sold subject to the condition that they may not, by way of trade or otherwise be lent, hired out, resold or otherwise circulated without the written permission of Richard Shepherd

Famous names appear on-screen

Darts, chess, racing – your micro will play them all, and others too. The possibilities are endless

One Hundred and Eighty 32K BBC £6.90

A&F, 830 Hyde Road, Manchester M18 7JO

Not all computer owners are arcade fanatics, but this doesn't mean they don't enjoy playing games.

For the less energetic keyboard-bashers, 180 is a fully-fledged game of pub darts, with no need to leave your chair!

The game offers several different types of darts match. Standard is the traditional game with starting scores anywhere between 101 and 901, but there is also Round the Clock, Os and Xs and Shanghai, all variants on the basic game.

When run, the program asks for each player's name, and the type of game required. A difficulty level from 1 to 5 can also be selected.

The board is then drawn in full colour, together with a side-on view of the darts board.

To throw a dart, you must use the keyboard to steer vertical cross hairs to the correct distance into the board, then using separate keys, guide the dart as it flies into the board.

All scoring is done automatically, and the two players are depicted as matchstick men who sit down and stand up as required.

instructions 80%
playability 80%
graphics 85%
value for money 75%



Racing Manager 48K Spectrum £5.95

Virgin Games, 61/63 Portobello Road, London W11

This is more of a total concept than a game. It starts with the assumption that you have 10 horses, a spare £100,000 and an ambition to own a Derby winner.

During the season of 25 race meetings, each with seven races you and the trainer of your choice must enter your horses, buy and sell as you see fit and build up for the big race.

You can gamble on the races and then watch them either from the start or just the last furlong, with a simulation that is almost as exciting as the real thing.

After each race you are shown

your balance sheet.

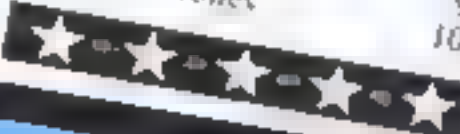
The game does not end with the Derby. You just carry on year after year. The save facility is a necessity here.

I suspect, though, that there is a bug in the program.

Despite the fact that after a full season, I have managed to acquire a string of winners and turn my original stake into a cool half million, my managerial rating still remains firmly at zero.

It seems there's money in future racing, not only in racing but in the whole family. It is in my opinion, one of the better games on the market today.

instructions 85%
playability 95%
graphics 95%
value for money 100%



Go For Broke Dragon £7

Omega, 18 Hammond Ave, Basing, Lanes OL13 8LN

A board type game for two to four players. You are a business tycoon dealing in property and attempting to bankrupt your opponents.

Although the plot may seem familiar, the places you will find yourself in are not. There are 36 locations spread throughout the British Isles, ranging from Luton Airport to the Falls Road Belfast.

Occasionally you will be awarded "po. luck" when various demands on your capital will be made.

This is one point at which the computer version of this type of game scores, as you get a random penalty or windfall.

Play proceeds by simply pressing the spacebar to roll a pair of dice. Using single keys enables you to buy and sell your property, houses and hotels.

A very stern-looking bank manager will lend you money if you need it, and a policeman will bash you all the way to jail if you are arrested.

This game grows on you, but I miss handling the real imitation money that was a feature of the original.

instructions 80%
playability 70%
graphics 70%
value for money 80%



Chess Dragon (cartridge) £24.95

Dragon Data, Kenfig Industrial Estate, Margam, Port Talbot SA11 2PE

In the introduction to the comprehensive User Manual to read that Cyrus is a strong chess program which won the European Microcomputer Championship 1981. The present version includes new operating features.

You move the cursor by using the arrow keys to indicate which piece you want to move and its destination. Illegal moves are not permitted.

You can press the space bar at any time to see a message display which includes a record of the last few moves made as well as the

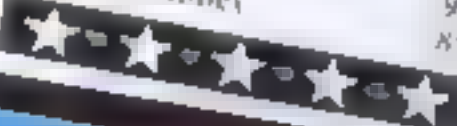
commands available at that time. There are nine levels of play and you can force the computer to make a move if you think that it is taking too long to analyse the situation.

You can take back as many moves already made as you want to and change sides whenever you wish.

You can make the computer play itself, then you can overtake and start playing yourself.

You can even get hints as to your best move if you are getting desperate. For chess enthusiasts there is a facility enabling you to set up special positions on the board if you want the computer to solve a chess problem.

instructions 90%
playability 90%
graphics 90%
value for money 85%



Pirate Island TI-99/4A £4.99

Andromeda Software, 56 Wells Street, Haslingden, Rossendale, Lancashire

Pirate Island is a board type game for two players. The instructions and game are both on cassette and loaded separately.

Each player controls a ship which they sail across the seas seeking fortunes at Pirate Anchor and Arrow islands.

As they gather treasure it must be deposited at their home ports to gain points.

Before starting, a target score must be decided, to be retained by the computer, which will decide the winner of each game.

The screen displays the game-board in the centre, and the statuses for each player are shown

to the left and right hand sides. Messages to the players appear at the bottom of the screen.

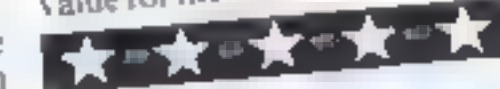
To make the game more than a straight race, there is a computer controlled ship, the attack capabilities of which are determined by skill level.

At level 0, the computer ship will not participate at all, so play is confined to the two players.

From skills 1-10 the number of moves the ship makes per turn corresponds to the level chosen.

Certainly the most competitive and aggressive play is obtained at level 10, which makes Pirate Island a challenging board game reproduction.

instructions 30%
playability 90%
graphics 80%
value for money 90%



Playing fast and loose

Five new action games — our review panel gives its verdicts

Lunar Jetman 48K Spectrum £5.50

Ultimate Play the Game, The Green, Ashby de la Zouch, Leics LE6 5JU

It's subtitled Jetpac II, the sequel, but, unlike most movie sequels, this program is as good and possibly even better than the original.

The scene is set on the cassette insert. Jetman has crashed on a planet inhabited by hostile beings which attack. So far, it's simply another zap game, but that's only the beginning!

Jetman has to explore the scrolling planetscape, find various bits of equipment and destroy the missile installations about to attack earth, at the same time as being attacked himself.

And, just so it's not too easy, you are not told how to proceed or what each item does, but simply provided with the eight control options — a joystick can also be used.

I haven't even managed to get into the high score chart yet, and I've played it non stop. Disgustingly addictive, superb animation, colour and sound — I especially liked the buggy and its destruction sequence.

This game, which is arcade with adventure elements grafted on, will take all but the best a long time to master, and when they do, the high score chart will ensure continued interest. Another winner from Ultimate.

instructions	91%
playability	98%
graphics	100%
value for money	100%



Egbert Commodore 64 plus Joystick £7.95

Games Machine, Bessemer Drive, Stevenage, Herts

This game has a very peculiar setting. Egbert is a character who works on a production line pressing buttons and is in charge of an egg!

Left to its own devices, the egg falls slowly down the screen and smashes on the floor. But using the joystick you can get Egbert to it before it breaks.

Red buttons appear at random down the sides of the screen and Egbert's job is to push these.

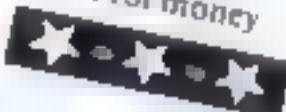
The egg is confined to the middle of the screen, however, so Egbert has to dash to the button

across a gangway where deadly Pets are patrolling, push it, and dash back to catch the egg again. The screen display is relatively simple, but the action is fast and Egbert fortunately has three lives and earns his points by pushing the buttons.

Egg smashing, button pushing and being headed are all accompanied by suitable sounds. As you advance from being a novice you can go up six levels of skill.

I found the game interesting without being compulsive.

instructions	50%
playability	60%
graphics	50%
value for money	50%



Crusader Dragon plus Joystick £6.95

J. Morrison Micros, 2 Glensdale Street, Leeds LS9 9JJ

You are the hero in search of the Holy Grail and you have to overcome seven increasingly difficult stages to achieve your goal.

On the first level, you are faced with the task of climbing steps to reach the top of a wall, jumping over lethal scorpions as you go.

Once this is achieved the graphics move smoothly to show the flat wall top. Those scorpions still keep coming. Safely at the other side, the next task slides into view.

There is a large gap in the wall which you must negotiate by

jumping up to catch a hook which moves across the top of the screen. Failure means a watery death. I could not get beyond this level despite determined efforts.

The display goes into idle if you fail to initiate the next game. It makes it all look very easy and I got a glimpse of level four. This is another large gap in the wall, which the unfortunate hero has to cross aided by columns, which move up and down in the water.

The cassette is well packaged in a sort of mini video container. Minimal on-screen instructions — they're all on the insert, though.

instructions	75%
playability	90%
graphics	95%
value for money	90%



Traxx 48K Spectrum £6.95

Quicksilver, 13 Palmerston Road, Southampton SO1 1LL

This game is a variation on a theme, but nonetheless an enjoyable variation.

The idea is to track around the squares of a grid, trailing a coloured line after you.

Sounds easy? Don't you believe it! Whether by accident or design, the line that you "pull" after you is very reluctant to follow.

Just when you think that you have got it made, zap! the trail flies back as though it were on elastic.

This in spite of the fact that you can program in the speed to suit yourself, you can also program in

the number of nasties that chase you.

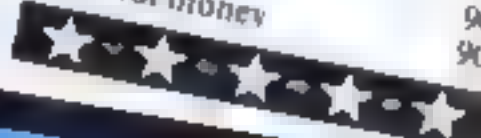
Luckily you can pick up your trail from any loose end and if you manage to cover the four corners you have a limited time to eat up the nasties.

You will have no problems with loading — it's only after loading that your problems start.

I would strongly advise starting with the slowest speed, and only one nasty to chase you. That way your sanity will only go gradually. Otherwise, the men in white coats will soon be coming for you.

I found it playable, but taxing.

instructions	100%
playability	90%
graphics	90%
value for money	90%



Hungry Horace Commodore 64 £5.95

Melbourne House, 131 Trafalgar Road, London SE10

Melbourne House's famous Horace character, first created for the Spectrum, has now made an appearance on the Commodore 64. But after playing this game, I'm bound to wonder what the fuss was all about.

You take the role of Hungry Horace, and your aim is to get from one side of a park to the other without being stopped by the park keeper.

On the way, you can eat the flowers and the park-keeper's lunch for extra points.

There are four sections of park to go through. After reaching the end of the fourth part, you re-

enter the first, but this time the game is much faster.

The game comes with a screen editor so that you can draw your own park sections and save them to tape. I found this difficult to use, and the instructions were not much help either.

If you manage to use the editor, then you can substitute your own mazes for the ones supplied with the game.

I didn't much enjoy playing Hungry Horace. I don't feel that the graphics or the sound really use the Commodore 64's capabilities to the full.

instructions	30%
playability	50%
graphics	30%
value for money	40%



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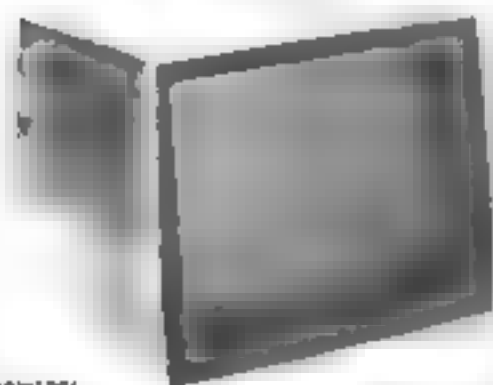


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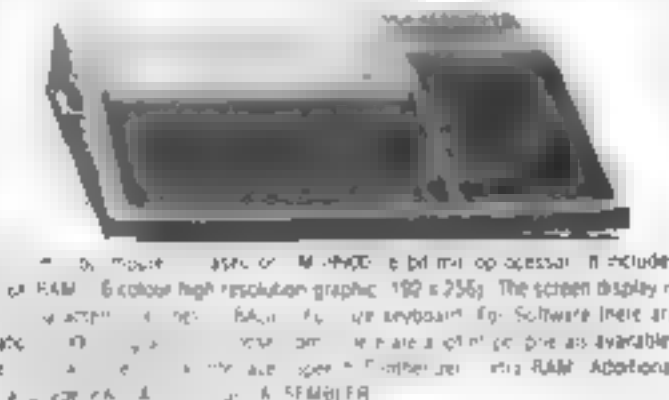
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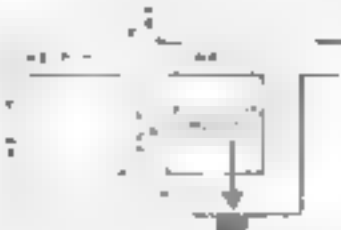
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* State choice for
FREE 5th cassette

HCW38

Save your town from a watery disaster

To get more out of the unexpanded VIC the program is in two parts. The first defines the characters and give instructions and part 2 is the main body of the game.

A position of missile
P population
XX number of missiles fired
W position of your ship
J position of bomb

[illegible]

36878 sets volume for sound
36874-36877 sound voices
36879 border and screen colour
7680-8185 screen locations
38400-38805 colour locations

- 0-170 input width of dam, draw dam
- 180-200 decide approach of missile
- 210-240 move missile
- 260-300 update population left
- 1000-1090 missile hits dam
- 1500-2000 dam blows up
- 2000-2500 no people left in valley
- 2500-3000 move ship, check to see if bomb is to be dropped
- 3001-3300 move bomb
- 3305-3380 bomb hits missile
- 3500-3580 bomb misses

```

10 POK=36873 25 PRINT "POKE36873:13
15 PC=E36869 240
20 PRINT "ADJUST WIDTH OF ROW 1-9" INPUT
25 FOR I=1 TO 9:FOR J=1 TO 128
30 POKE A849 255
35 G=J*768 J=C+7680 P=100000 C=36874 X=X*G
35 PR "I" J
40 FOR B=0 TO 1
50 FOR E=7*24-88*10144+88*STEP L
60 A=4 E 0 POKE B+C 5
90 NEXT B
100 NEXT E
110 B=A*88*8*(N-1)
120 FOR D=7*26-88*108 66+88*STEP L
130 PL=H 24
140 POKE D POKE B+C 0
150 A=C+E 0
160 NEXT B
170 NEXT E
180 Q=INT(RND(1)*20)*XX*XX+1
195 T=0
190 Q=Q+22
200 D=7*43+80
210 POKE Q POKE D+T 2
220 EE=E A=A*HE 88
230 Q= FREEK 2 0 32*HE+1000
240 POKE 135
255 POKE Q+1 32 POKE 2 POKE Q+C 2
260 POKE 0
265 PRINT "BOMB" PL 0*7*W A-P*W
270 C=H*4 4 0 0 0
280 A=P-80 SW=0*HE+2000
290 JE A0 A80 B PRINT "BOMB" 2500
300 X=0 400
310 FREEK Q=0 THEN 500
320 P=A+E 2 POKE Q 32
330 E=5*768 220
340 A=8 POKE B=AT*STEP L
350 POKE36870 0
360 FOR B=0 TO 88 NEXT B 3
370 A=5*768 0 POKE 36870 0
380 Q=N*ENI 0 20
390 A=P-Q IF A<0 THEN 2000
395 A=0 60
400 POKE 34
410 A=0
420 PRINT "BOMB" "THE BOMB WAS RECH" "DESTROYED"
430 PRINT "BOMB" "MANAGED TO SAVE" "1,000,000-0 PEOPLE"
440 PRINT "BOMB" "0 PEOPLE" "IN THE COUNTRY" "FLOWED"
450 PRINT "BOMB" "TOOK" "MISSILES TO BLOW THE BOMB"

```

[illegible]

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The chart-hitting

Mad Martha

[illegible]

A game to invest in—funny, genuinely original, and the graphics are great hit the key to begin, the Spectrum plays a real Hollywood-style movie theme tune, and the hunt is on!
Personal Computer News

Marvellous adventure, really dotty
a refreshing change from some of the
doomladen programs encountered
nowadays . a game where you won't
get to the next stage without solving
the present conundrum
Popular Computing Weekly

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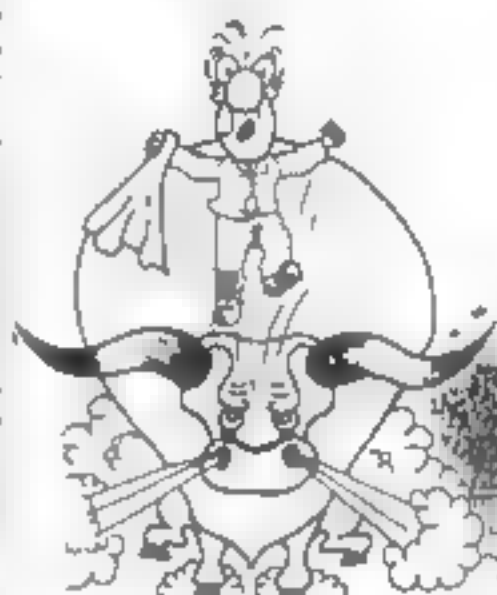
MIKRO-GEN, 1 Devonshire Cottages, London Rd, Bracknell RG12 2TO

And now—

Mad Martha II



Time for the annual holiday and Martha decides to visit her half-cousin Martin, who is a waiter in a push bar in the city.

[illegible]

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SAGA SOFTWARE Mitchell House, 185 High Street, Cottenham, Cambs.

The Quill 48K Spectrum £14.95

Gilsoft, 30 Hawthorn Road,
Barry, South Glamorgan CF6
8LE

Described by Gilsoft as an "Adventure Editor", I would go as far as to call this a completely new language. Not like BASIC or Forth, but a language developed and dedicated to one task — writing adventure programs.

The idea is to allow writers of adventure programs to concentrate on producing their maps, plots, encounters etc without having to learn the intricacies of programming.

The tape arrived complete with a professional 52 page booklet

which explained in detail the workings of the program's sections and functions and led the user through its operations via a simple demo program.

The manual and program need practice and careful reading. Don't assume that this is a "programming made easy for idiots" tape.

The program is in three parts: Editor, Interpreter, and Data base. The company allows for commercial use by only holding copyright on the editor and manual.

If a program is created and marketed then all Gilsoft ask is a mention in the credits. **R.F.**

| | |
|-----------------|-----|
| instructions | 97% |
| ease of use | 91% |
| display | 91% |
| value for money | 90% |



Programs with a purpose

Our review panel test a
selection of programs whose
aim is to help you out

Ald 48K Oric £10

D. Bando, 81 Mount Pleasant,
Wembley, Middlesex HA0 1LD

A comprehensive package consisting of a toolkit for BASIC programs, monitor and assembler. The tape loaded well and proved a joy to review.

Simple but very well written instructions explain each of the three machine code programs in turn. Toolkit supports Append, Convert (memory contents into BASIC data statements), Delete, Find, Line Number, Verify, Renumber and four other commands.

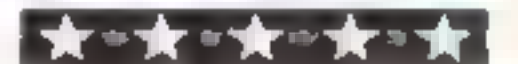
Together they offer a powerful system which any serious BASIC programmers would be delighted to have at their disposal.

The monitor was effective without the need for fancy display, and I liked the pause facilities offered during screen scrolling.

The assembler occupies the location also used by the hi-res screen, but if this mode is called the Toolkit and Monitor remain intact.

BYT, TXT, and ASM are supported and the assembly code is entered like a BASIC program — aided by Toolkit — allowing separate saving of both it and the assembled machine code. **P.W.**

| | |
|-----------------|-----|
| instructions | 90% |
| ease of use | 94% |
| display | 90% |
| value for money | 95% |



Microprint 42/51 Spectrum £5

Myrmidon Software, PO Box 2,
Tadworth, Surrey KT20 71L

This 821 byte utility prints 42 or 51 characters per line to 24 lines using all keyboard characters including uddg, with usual colour combinations.

Sounds good? Yes, but Alpha bet/numerics are reduced and look locally and look good.

Preddefined graphics, though, are reduced by removing middle bits resulting in identical but opposite shapes being no longer identical in shape or size.

This makes building up large alphabetic letters, for example, difficult, since they may no longer meet.

With uddg, the last (right) two

or three bits are removed — only bits of your graphic prints! Graphics must be redesigned to use only the unremoved bits, requiring data switch and more memory.

You cannot use Microprint in any commercial program without "prior agreement". Naughly this is only mentioned in the instructions, ie after you've bought it which may not make it legally binding.

If "agreement" translates as share of royalties (and why should the screwdriver expect to profit from the sale of a woodwork?) then the usefulness of an excellent program is sadly undermined. **D.C.**

| | |
|-----------------|-----|
| instructions | 90% |
| ease of use | 90% |
| display | 90% |
| value for money | 90% |



Music Maker 48K Spectrum £5.75

Beitflower Software, 6 Rosewood
Avenue, Greenford, Middlesex

This is a really comprehensive music making program, a master piece of presentation and programming in BASIC.

It allows you to input your own creations in standard music notation, play the tune back, store it on tape and even print it out using the ZX Printer.

Although not fully error trapped, it is most impressive, particularly the re-definition of lower case characters as notation. There is however a strange contradiction in the purpose of this program.

To use it to the full, you need to

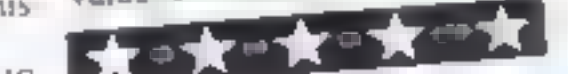
know standard music notation very well.

If you do, then it is unlikely that you have access to an instrument which sounds much better than a Spectrum, and you could write your music down with a pencil!

If on the other hand, you are a computer freak who wants to see the sound capability of the Spectrum explored then you will have to get to grips with the notation before this program is of value.

And in my opinion standard musical notation is harder to understand than assembly language programming! **D.M.**

| | |
|-----------------|-----|
| instructions | 75% |
| ease of use | 85% |
| display | 95% |
| value for money | 80% |



Save-A-Sketch TI-99/4A plus MiniMemory Module £5

Stainless Software, 10 Astoria
Road, Stockport

This program is not intended to reside within the MiniMemory module, but makes use of some of the extra functions provided by the module for TI BASIC.

Using a character redefinition technique, the program allows you to either draw a framed high resolution picture on the screen or to print a picture already defined within the program.

It is unusual in that it is of the type known as self-modifying, that is, the program rewrites part of itself so that you SAVE the program after it has finished its

stuff, when you reload it will print up your picture in double quick time.

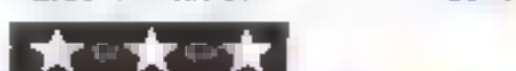
Control of a small pen is achieved through the keyboard, using the W,E,R,S,D,Z,X and C keys.

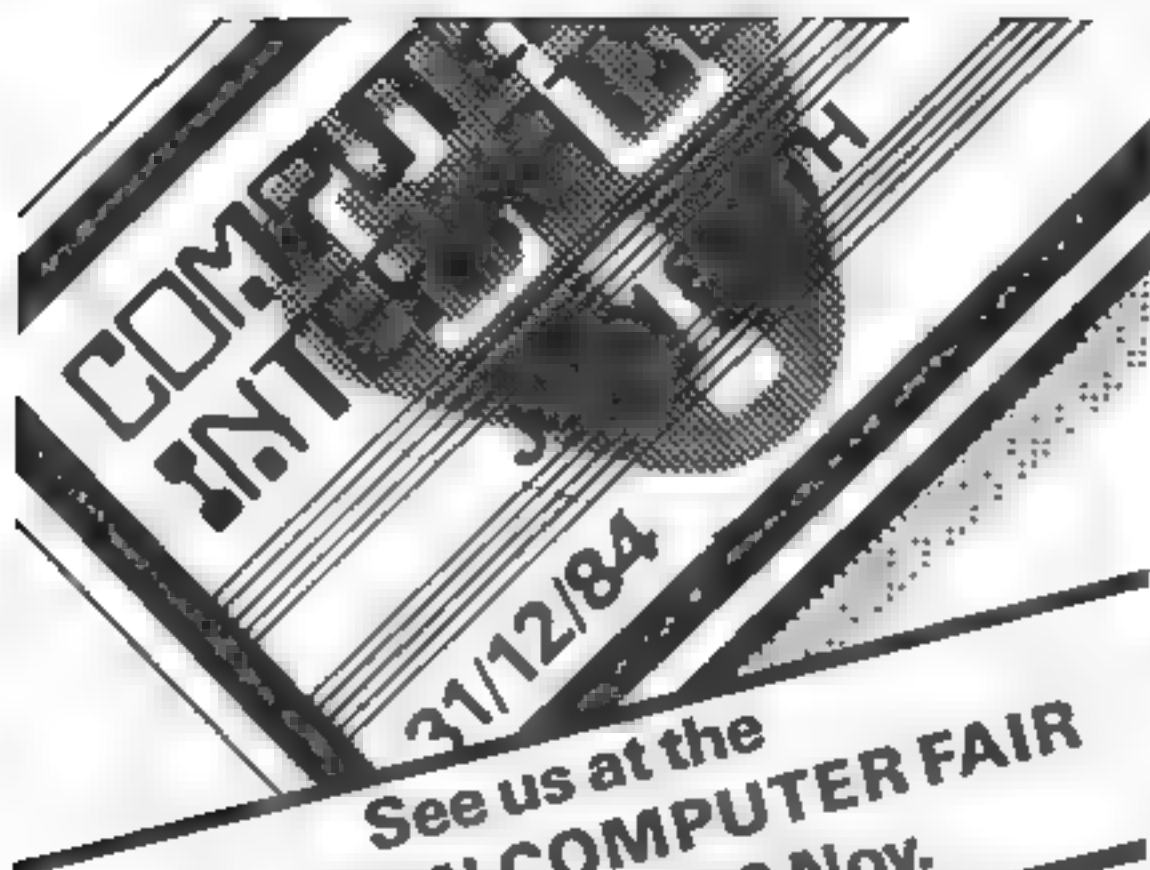
Also active are the 1,2,4 and 5 keys, giving pen up, pen down, initiate re-writing and pen erase.

This is no, a fast program because of the restrictions of TI BASIC, but nevertheless with patience a satisfying image can be produced.

The program works with both TI 99/4 and 4A and overcomes the CALL KE Y() bug on the 4A. **P.B.**

| | |
|-----------------|-----|
| instructions | 70% |
| ease of use | 80% |
| display | 60% |
| value for money | 60% |





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Cars and boats and planes

Our reviewers took to the road, sea and air to bring you their ratings of these games

Gran Prix TI-99/4A (Extended BASIC) £4.99

Andromeda Software, 46 Wells Street, Haslemere, Rossendale

Gran Prix is a one or two player game in which cars are raced against those controlled by the computer.

Before starting you are given the option of either playing through a full Gran Prix season of 15 races, or selecting your own limits for race duration and the number of wins required to become champion.

The race track is then displayed with two lane chicane and pit stop. Cars line up on the starting grid and play begins when a

flashing light changes from red to green.

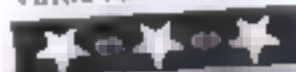
Player's cars may be moved up or down, accelerated or decelerated, and their current fuel reserve and speed are displayed at the bottom of the screen.

Changes in speed are indicated by a series of dashes, the more of which soon becomes intolerable.

With a choice of four skill levels you might expect this to be a fairly entertaining race simulation.

The action was too slow for my liking, however, and I soon became frustrated and bored, whether playing solely against the computer or with another player.

| | |
|-----------------|------|
| Instructions | 100% |
| playability | 75% |
| graphics | 30% |
| value for money | 70% |



Chequered Flag 48K Spectrum £6.95

Sinclair Research, Stanhope Road, Camberley, Surrey GU15

Chequered Flag is one of the best programs since Flight Simulation and well up to Pylon's usual high standard.

The game is to drive a Formula 1 racing car so as to get the best possible time over a chosen course and distance.

After a straightforward loading you are invited to select from plan views of 10 courses and then pick your car from three models requiring different levels of skill.

The easiest has automatic gears. You can then either see a demonstration run and on screen

instructions (there are full instructions on the insert too) or go straight to the game.

This starts with a view of the road ahead, complete with starting lights in the top half of the screen, and a very detailed cockpit in the lower.

The track rushes past and you have to dodge a variety of hazards which can slow you or force a pit stop.

Leaving the road slows the car, and if not quickly corrected, results in a crash.

Chequered Flag is an excellent game well put together and very exciting. Highly recommended.

| | |
|-----------------|------|
| Instructions | 100% |
| playability | 100% |
| graphics | 95% |
| value for money | 100% |



Admiral Graf Spee 16K ZX81 £5.95

Temptation Software, 27 Cinque Ports Street, Rye, East Sussex

I had trouble with this tape. It appeared to load successfully but whether I was just bad at playing it or whether there was a fault on my copy I don't know.

The game makes you the captain of the battleship Graf Spee in the Atlantic in 1940, and your task is to sink all the enemy shipping in the area.

First you are shown a map of the Atlantic with your position, and you have to locate the enemy ships. This I found almost impossible as they seemed to appear and disappear erratically.

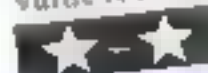
Once you have come close to them, however (which I only managed by accident) you are then given a view of the horizon and you must seek out and destroy the enemy with guns or torpedoes, but beware, he is shooting at you too.

The instructions that come with the tape say that you are offered seven levels of difficulty, but at no time when I tried the game was I given such a choice!

Very little time was allowed for keying in an instruction, and the response to the keys seemed poor.

The instructions were not very helpful, and I found it irritating merely trying to make the game work.

| | |
|-----------------|-----|
| Instructions | 30% |
| playability | 30% |
| graphics | 50% |
| value for money | 40% |



Super Dogfight Commodore 64 £9.95

Terminal Software, 28 Church Lane, Prestwich, Manchester M25 5AJ

This is the classic two player dogfight as seen on a thousand Atari video games.

Two bi-planes, in a cloudless sky are trying to blast each other to bits with machine guns. Your opponent must be hit 10 times before you win.

Graphics are better than on the Atari version — I particularly liked the way that the lower parachute out of the plane that gets hit and the bits falling off the plane.

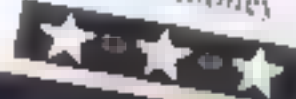
Sound effects are good, too, with engine noise fading away constantly.

Instructions are clear and you have the choice of control by two joysticks or keyboard and joystick. There is no option to play against the computer, which is a shame.

The set up is good and so is the implementation, and the whole thing seems to be relatively bug free.

It would be an excellent game at £5.95 but at £9.95 I think it's grossly overpriced for what is basically a re-vamp of an old idea. There is much better value on the market than this.

| | |
|-----------------|-----|
| Instructions | 90% |
| playability | 85% |
| graphics | 80% |
| value for money | 20% |



Harrier Attack Spectrum £5.50

Durrell, Castle Lodge, Castle Green, Taunton TA1 4AB

Similar to Scramble, although with enough unique features to be an original game.

Your task is to take off, fly to an island, fly across the island through a barrage of flak and enemy plane attacks, bomb the base and return and land safely.

The top three-quarters of the screen shows your plane and the terrain which scrolls smoothly from right to left.

Beneath this is a graphic display showing your speed, fuel, bombs and missiles.

Five levels of play are offered. Level 1 is the easiest, and even that takes a bit of practice. On

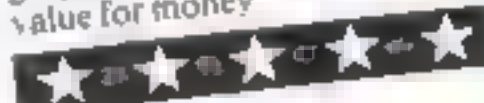
higher levels your speed fuel ratios begin to cause added headaches.

A very professional program throughout. Nice insert, clear, concise instructions, good screen presentation, first class graphics, colour and sound and a hail of fame for the highest scores.

The control keys are cursor keys 5, 6, 7 and 8, for slower, up/down, faster with key 9 to bomb and key 0 to fire missile — space key is the emergency arrangement, but I soon became familiar with it, especially the exit key!

A slightly cramped arrangement, but I soon became familiar with it, especially the exit key!

| | |
|-----------------|-----|
| Instructions | 96% |
| playability | 94% |
| graphics | 89% |
| value for money | 93% |



Give them a lift... if you can stand the strain

It's a risky job being a lift attendant – in this program anyway. Rod Lane wrote the game for the unexpanded TI-99/4A

My game places you in the role of a despairing lift attendant whose job is to carry passengers in a six-storey office building to the roof-top helipad.

However, your lift is in need of repair and the doors have the unfortunate habit of opening when leaned on — even when the lift is not present — and the passengers take a nasty tumble.

Your task then is to whisk the passengers to the roof as quickly as possible, using the E and X keys.

This is complicated by two factors.

The mechanism is old and weak and if you try to cram more than six people into your lift the cable will snap with obvious consequences.

And when a disaster happens the other workers, realising something is amiss, pour out of their offices into the corridor near the lift shaft.

When more than 10 people have suffered an untimely end the game finishes and displays your tally and the opportunity to try again.

How it works

140-250 set up variables
260-370 define characters
380-590 draw screen
600-900 scan keyboard, move lift or move passengers and, when lift reaches roof, write total number of passengers
910-1270 randomly decide on which floor the passenger advances and remembers how far along corridor figure has reached. Extra choices included to make progress of the figures less smooth
1280-1380 move figures
1390-1490 check when passenger reaches lift shaft whether lift is present, score success, check for over-loading
1670-1770 crash lift on over-loading
1780-1800 print tally, offer new game

If at any time the strain becomes too much you can break the program by pressing FCTN/CLEAR.

Hints on conversion

TI BASIC is fairly standard with two main exceptions. Single statement lines are used and subroutines for graphics and sound are available, prefixed with CALL, as detailed below.

CALL CLEAR clears screen
CALL SCREEN defines screen colour

CALL CHAR defines a character with a 16-digit hex string from an eight by eight grid. Other machines will use a different method.

CALL COLOUR (character set, foreground, background) sets colour of character.

CALL HCHAR (row, column, character code, number of repeats) places character on screen at co-ordinates specified and optionally repeats character horizontally.

CALL VCHAR similar to HCHAR but repeats character vertically.

CALL GCHAR (row, column, variable) similar to a screen PEEK on other machines. Gives the ASCII code at the given screen co-ordinates.

CALL SOUND (D,F,V) gives sound of duration D, frequency F and volume V. Three sounds can be produced at once.

Variables

F,S,T,FT,FF,FX column positions of the six figures

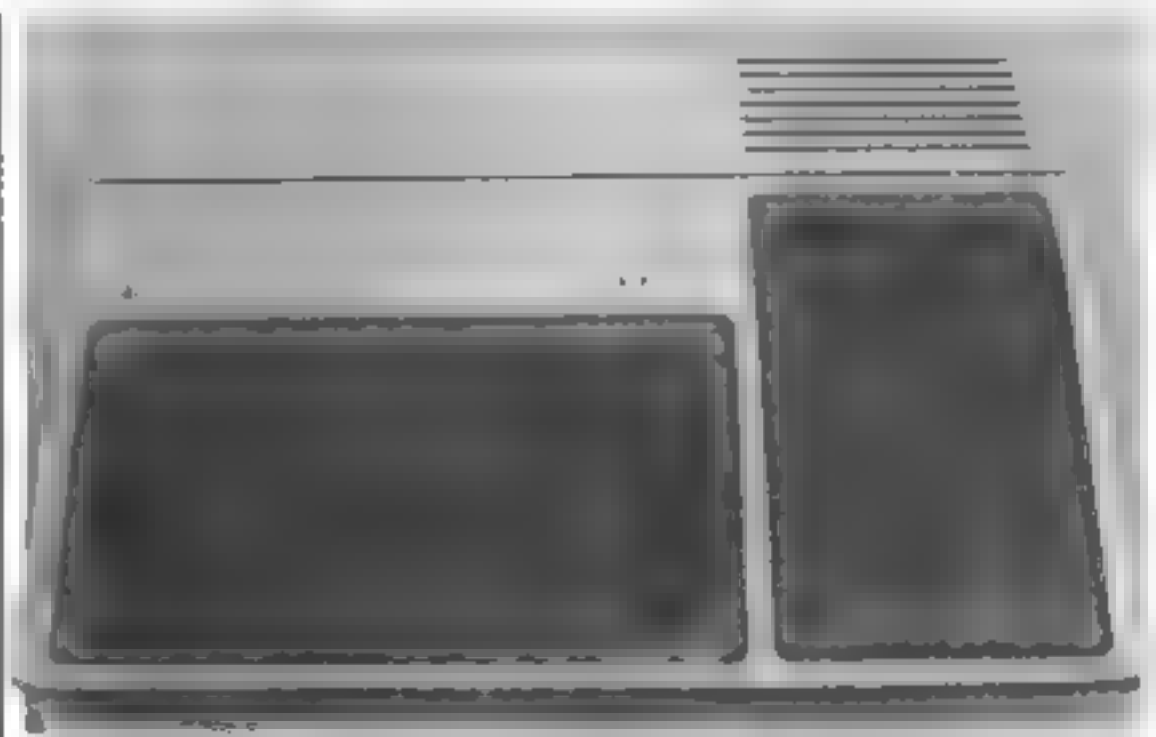
COL value of above used in sub-
ROUTINE

MET number of passengers met and therefore in the lift

TOT total of passengers to reach the helipad

LOST number of passengers who failed to make it

DET number of places from the end of the floor on which the figures appear



```
100 REM LIFT ATTENDANT
110 REM BY R.LANE.
120 REM
130 REM INITIAL VALUES
140 CALL CLEAR
150 F=31
160 S=31
170 T=31
180 FT=31
190 FIF=31
200 SX=31
210 MET=0
220 LOST=0
230 DET=0
240 TOT=0
250 RANDOMIZE
260 REM DRAW CHARACTERS
270 CALL CHAR(128,"0808080808080808")
280 CALL CHAR 129,"087F557F557F557F")
290 CALL CHAR(136,"0010001038102868")
300 CALL CHAR(137,"0010301038102C24")
310 CALL CHAR(132,"000000CE142378FF")
320 CALL CHAR(144,"FFFF0000000000FFF")
330 CALL COLOR(14,6,1)
340 CALL COLOR(15,9,1)
350 CALL COLOR(3,8,1)
360 CALL COLOR(4,8,1)
370 CALL SCREEN(16)
380 REM SET UP SCREEN
390 CALL VCHAR(1,4,30,24)
400 CALL VCHAR(2,6,30,23)
410 CALL VCHAR(1,5,128,24)
420 P=INT(24*RND)+1
430 CALL HCHAR(P,5,129)
440 FOR ROW=4 TO 24 STEP 4
450 CALL HCHAR(ROW,7,30,25)
460 CALL HCHAR(ROW-1,6,32)
```


TI-99/4A PROGRAM

```

470 NEXT ROW
480 CALL HCHAR(2,7,144,4)
490 M$="MET"
500 C=11
510 GOSUB 560
520 M$="LST"
530 C=21
540 GOSUB 560
550 GOTO 610
560 FOR L=1 TO LEN(M$)
570 CALL HCHAR(2,C+L,ASC(SEG$(M$,L,1)))
580 NEXT L
590 RETURN
600 REM  Move Lift
610 CALL KEY(3,K,ST)
620 IF ST=0 THEN 920
630 IF K=69 THEN 660
640 IF K=88 THEN 830
650 GOTO 920
660 P=P-1
670 IF P<=0 THEN 720
680 CALL HCHAR(P+1,5,128)
690 CALL HCHAR(P,5,129)
700 CALL SOUND(150,-7,0)
710 GOTO 610
720 P=1
730 TOT=TOT+MET
740 MET=0
750 CALL HCHAR(2,16,48)
760 FOR I=1 TO LEN(STR$(TOT))
770 CALL HCHAR(1,6+I,ASC(SEG$(STR$(TOT),I,1)))
780 NEXT I
790 CALL HCHAR(1,6+I,136)
800 CALL SOUND(150,659,3)
810 CALL SOUND(100,880,0)
820 GOTO 920
830 P=P+1
840 IF P>=25 THEN 890
850 CALL HCHAR(P-1,5,128)
860 CALL HCHAR(P,5,129)
870 CALL SOUND(150,-7,0)
880 GOTO 610
890 P=24
900 GOTO 610
910 REM  Decide On Floor
920 C=INT(10*RND)+1
930 ON C GOTO 940,990,1040,1090,
1140,1190,1240,1250,1260,1270
940 ROW=3
950 COL=F
960 GOSUB 1290
970 F=COL
980 GOTO 610
990 ROW=7
1000 COL=S

```

```

1010 GOSUB 1290
1020 S=COL
1030 GOTO 610
1040 ROW=11
1050 COL=T
1060 GOSUB 1290
1070 T=COL
1080 GOTO 610
1090 ROW=15
1100 COL=FT
1110 GOSUB 1290
1120 FT=COL
1130 GOTO 610
1140 ROW=19
1150 COL=FIF
1160 GOSUB 1290
1170 FIF=COL
1180 GOTO 610
1190 ROW=23
1200 COL=SX
1210 GOSUB 1290
1220 SX=COL
1230 GOTO 610
1240 GOTO 610
1250 GOTO 610
1260 GOTO 610
1270 GOTO 610
1280 REM  Move Passengers Subrou
TIME
1290 CALL HCHAR(ROW,COL+1,32)
1300 IF (COL=5)+(COL-1=5) THEN 14
00
1310 CALL HCHAR(ROW,COL,136)
1320 COL=COL-1
1330 CALL SOUND(60,880,0)
1340 CALL HCHAR(ROW,COL+1,32)
1350 CALL HCHAR(ROW,COL,137)
1360 CALL SOUND(100,587,0)
1370 COL=COL-1
1380 RETURN
1390 REM  Check For Lift
1400 CALL GCHAR(ROW,5,GET)
1410 IF GET<>129 THEN 1510
1420 CALL SOUND(100,440,0)
1430 MET=MET+1
1440 IF MET>6 THEN 1680
1450 FOR I=1 TO LEN(STR$(MET))
1460 CALL HCHAR(2,15+I,ASC(SEG$(STR$(MET),I,1)))
1470 NEXT I
1480 COL=31-DET
1485 IF COL>8 THEN 1490
1486 COL=8
1490 RETURN
1500 REM  Miss Passenger
1510 FOR SOUND=880 TO 220 STEP -
20

```


TI-92/4A PROGRAM

```

1520 CALL SOUND(50,SOUND,0)
1530 NEXT SOUND
1540 DET=DET+3
1550 LOST=LOST+1
1560 FOR I=1 TO LEN(STR$(LOST))
1570 CALL HCHAR(2,26+I,ASC(SEG$(
STR$(LOST),I-1)))
1580 NEXT I
1590 IF LOST>10 THEN 1640
1600 COL=31-DET
1610 IF COL>8 THEN 1630
1620 COL=8
1630 RETURN
1640 FOR DELAY=1 TO 2000
1650 NEXT DELAY
1660 GOTO 1780
1670 REM OVERLOAD SEQUENCE
1680 FOR E=ROW TO 24
1690 CALL HCHAR(E,5,32)
1700 CALL SOUND(50,-6,0)
1710 NEXT E
1720 CALL HCHAR(24,5,132)
1730 CALL SOUND(350,-7,1,110,0,1
15,0,120,0)

```

```

1740 FOR DELAY=1 TO 2000
1750 NEXT DELAY
1760 CALL CLEAR
1770 PRINT "YOU OVERLOADED THE L
IFT.":
1780 PRINT "YOU ELEVATED";TOT;"P
ASSENGERS";"YOU LOST";LOST+MET;"
LIVES.":
1790 INPUT "PRESS ENTER TO START
AGAIN":A$
1800 GOTO 140

```

Micro TIC

VIC-20

Make space for hi-res

This line can be entered as a direct command, or as part of a program, so as to reconfigure your VIC to take hi-res graphics with a 16k RAM pack.

It can be used in a program of instructions, for instance, to reserve space for hi-res and then to auto-load the next part of the program.

POKE 198,0 POKE 648,30 POKE 642,32 POKE 198,10
POKE 631,131 SYS 64824
631 is the first location of the keyboard buffer — not 632, as was stated recently in one magazine.

David Shepherdson

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The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely ALL key reading methods, both BASIC and Machine Code.

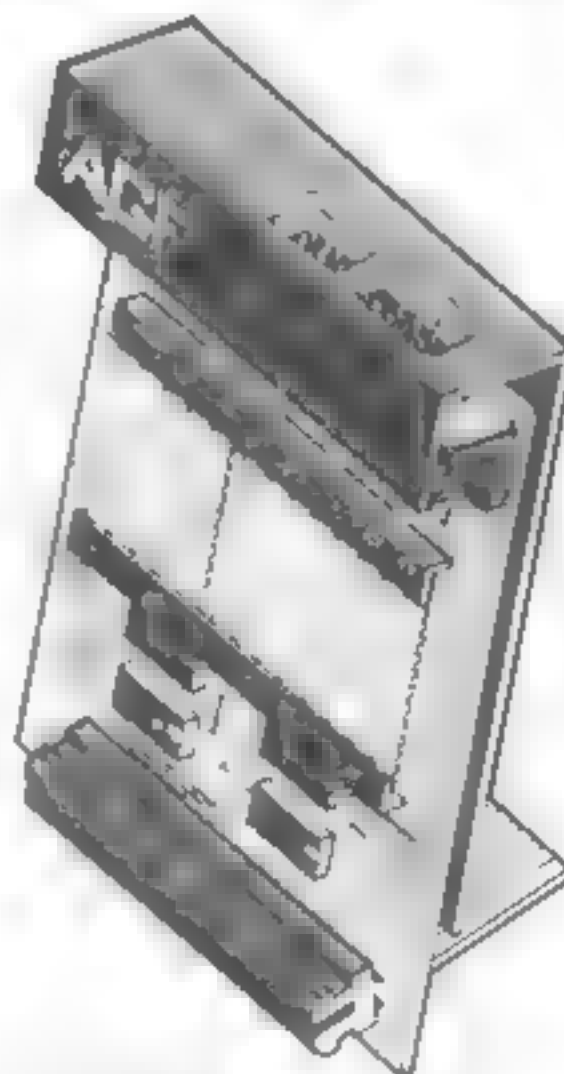
The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e. printers or RAM packs etc. This important feature avoids excessive wear to the expansion port. The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is not power dependent the interface retains the last configuration made and can be immediately used when next switched on.



KEY FEATURES

- Programmable design gives TOTAL software support
- Accepts Atari, Competition Pro, Wico, Starfighter, Quick Shot, Le Stick etc.
- Rear extension connector for all other add-ons.
- Free demo program and instructions.

PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clip-on programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable reverse printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
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Gopher TI-99/4A (Extended BASIC) £8

Titan, from Stainless Software,
10 Alstone Road, Stockport,
Cheshire SK4 5AH

Gopher is a Caterpillar type game
for one or two players in which
you rush through a maze munch-
ing numbers, but avoiding your
ail.

The maze is displayed with
several bolt holes permitting exit
and re-entry on the opposite side
of the screen.

When ready, you start the
gopher moving and will be unable
to stop again until you've
travelled through 200 squares
without crashing.

After this you progress to the
next level where the points are
doubled for each number eaten.
If you survive this, then at the
following level points are tripled
and so on.

There is a choice of three
speeds. Speed one is the fastest
but speed two provides more
numbers to eat and bricks to
avoid. Speed three is slow but
challenging, especially when
attempting the two player game.

The latter variation is the most
enjoyable feature of Gopher. It's
far more tricky to outwit your
opponent by blocking him off as
well as race against him to obtain
the highest score.

J.W.

| | |
|-----------------|-----|
| instructions | 95% |
| playability | 75% |
| graphics | 60% |
| value for money | 60% |



Oricmunch 40K Oric £7.95

Tansoft, 3 Club Mews, Ely,
Cambs CB7 4NW

It seems that no micro is launched
these days without its own version
of Pacman or Space Invaders
appearing very soon afterwards.

This is not necessarily a bad
thing, as long as the versions are
good.

Tansoft's Oricmunch is cer-
tainly one of the better Pacman-
style games on the market, retain-
ing most of the features of the
arcade original while still
managing to be very fast.

You are pursued by the usual
four ghosts around a variety of
mazes (a different one at each
level).

Eating two of the ghosts causes
the remaining two to increase the

speed at which they pursue you.
This offsets their inability to re-
generate before the next level.

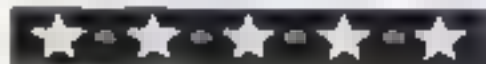
All this is accompanied by some
wonderfully silly sounds. The
bonus fruits from the arcade
version are replaced by a variety
of symbols. On the whole the
movement is very smooth and
flicker-free.

The only gripe I have is that
whenever you lose a life you are
forced to start that screen again
(very frustrating if you only had a
few dots to go).

Certainly if you like Pacman
then this game is well worth the
money.

M.J.

| | |
|-----------------|-----|
| instructions | 80% |
| playability | 90% |
| graphics | 85% |
| value for money | 80% |



Snail Trail 32K BBC £4.95

R. H. Electronics, Chesterton
Mill, French's Road, Cambridge
CB4 3NP

A simple game with very little
action. A maze is drawn on the
screen and the player has to find a
way out by moving a marker
through the maze by means of
four keys.

There are four levels of play,
and the player plays against the
clock. The lower level is easily
mastered but the higher levels will
test the most skilful keyboard
exponent.

Each new screen display draws
a different maze, but lack of
action, no sound and the sim-
plicity of the game soon makes
interest wane, despite the
variation.

Little use is made of the full

potential of the BBC and adding
to the tedium is the extraordinary
length of time the program takes
to set up each new screen,
especially at the higher levels of
play.

In fact, because each game is
quickly over, you spend longer
waiting for the screen to be set up
than playing the game.

At all levels, the mark being
moved is very difficult to see and
while each level of play has a dif-
ferent coloured maze, the use of
colour action is poor. BBC
owners have come to expect
something better than this.

A poor game, even at the price.

J.D.

| | |
|-----------------|-----|
| instructions | 80% |
| playability | 40% |
| graphics | 40% |
| value for money | 40% |



Where should you turn for maze games?

If you're trying to find your
way about the new maze
games on the market, our
reviewers offer you some
guidance

Cybertanks Spectrum £5.50

Star Dreams, 17 Barn Close, Sea
ford, Sussex

You are in a maze of houses with
four tanks after you.

Steering is via the cursor keys
or, if you have one, a Kempston
joystick and, obviously, you have
to get them before they get you.

If you succeed, then another
maze is set up and four more
tanks take up the chase — but this
time they are laying mines.

For unluckily, providing you are
not a humanitarian, you can blast
your way through the houses to
get a clear path.

Your pursuers don't seem to be
too bright, though, and I found
that it was quite possible to drive

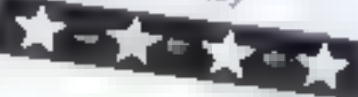
straight past them without injury.
This should not deter you as
they tend to hit you more often
than not.

I would not class this as an ex-
ceptional game but it is certainly
very competent with clear, if not
outstanding graphics.

It also has a high score table for
the top 10 scores.
As a game, this one will
probably give a deal of pleasure.
But I feel that it would be a lot
more enjoyable with the addition
of different skill levels.

N.B.

| | |
|-----------------|-----|
| instructions | 70% |
| playability | 70% |
| graphics | 80% |
| value for money | 70% |



Mined-Out 32K BBC £6.95

Quicksilver, 13 Palmerston Road,
Southampton SO1 1LL

Don't be put off by the insane
insert blurb — and don't be too
attracted by the half naked
damsel floating in a bubble on the
cover either. The presentation
may be over the top but the game
is fun.

Frustrating, certainly, but
therein lies its addiction. The
racing fraternity might refer to it
as Surround out of UXB.

Ignore all mention of Bill the
Worm — star of stage and silver
screen — this is a maze game.
Using the Z, X, : and / keys you
must wend your way from bottom
to top through nine mazes, each
ploughed with hidden mines.

You are told how many mines
are adjacent to your present
position but not where they are.

you must discover that for your
self.

You have one life (how real-
istic), and the opportunity to
rescue damsels — clones, all, of
Nora Mudroe — who are looking
for Bill their hero. You get extra
points for this chivalrous act.

The first few mazes are easy but
then a little bug starts to follow
you, forcing you to go faster and
make mistakes — and get blown
up.

A mine layer sweeps across the
screen, putting some down and
picking some up and some mines
become visible.

And Bill snores peacefully
through it all.

L.W.

| | |
|-----------------|-----|
| instructions | 95% |
| playability | 90% |
| graphics | 85% |
| value for money | 85% |



Logic**any more!**

Following the software review of Logic Systems Draughts in HCW 30 where it was pointed out that the program "cheated" the player, and to which the reviewer concluded "Now that's what I call really human behaviour!", Logic Systems assures HCW that this is not the case with any of the Draughts tapes currently on the market.

An early copy was sent to HCW, which had a fault whereby if you manoeuvred the game so that you could take more than one piece at a go, your piece just disappeared into thin air!

The faulty copies were, of course, replaced, but what with this review and the amused comments we received about this fault, I'm not so sure that we shouldn't have offered it as a feature! Logic Systems, Cherry Hinton, Cambridge

Is this the

The announcement that Texas Instruments is to cease production of the TI-99/4A must have alarmed many TI owners.

Owners may be assured that TI has its guarantee commitments in mind, and will continue to provide service for at least the next year.

From TI we learn: "Texas Instruments will of course carry on supporting the TI-99/4A in terms of service, repair and there is plenty of software and accessories to satisfy existing owners and those who purchase up to Christmas."

Present owners should remember that no new TI modules or peripherals will be produced and buy what they need within the next month. Supplies of some items are very low.

We understand that there are many surplus consoles and these are likely to be reduced in price, as are some of the games modules, to clear stock before the end of the year.

The more costly modules and the peripherals are not in such surplus, however. If you are thinking of buying these you should obtain a loan and buy them while you can!

Galaxy Video in Maidstone have very small supplies of a very recently released module LOGO2, and some new Funware modules (Ambulance and Driving Demon). Owners

Send your letter to Letters, Home Computing Weekly, 145 Charing Cross Road, London WC2H 0EE. Don't forget to name your computer — the best letter could win £5-worth of software. Got a problem with your micro? We'll soon be starting a queries page, so send your technical questions to Queries at the above address



should support such dealers!

If owners wish to maintain support, it is suggested that all requests be channelled through the three or four dealers who have shown practical support for the computer.

By concentrating demand, we can make it worth their while to consider the import of third party modules and peripherals from the States... always a risk business.

Here in the UK we have a third party supplier of 32K RAMs (Arcade Hardware) and they, together with others, also supply joysticks or adaptors. Galaxy lists over 20 titles of books, and also supplies 99er Magazine.

Stainless Software will continue to supply cassette programs so long as there is demand. We understand the other principal software houses will be continuing. Stainless Software still welcomes additions to its catalogue, by individual programmers or from small suppliers who now wish to leave the market.

But all enquiries to us from individuals must be accompanied by an SAE! Stephen Shaw, Stainless Software, 10 Alstone Road, Stockport, Cheshire SK4 5AH

THE ULTIMATE Frustration

Some of the software houses charge more for their games and perhaps include booklets etc. in their package.

Ultimate, who have produced some excellent games this year, should have charged more for their current game Jetman and included a bottle of Scotch and a swear box!

If I ever get to pick up that damn bomb I shall know exactly where to drop it — The Green, Ashby de la Zouch.

Thanks, anyway, to Ultimate for top quality games. Roy Bristow, Bradford-on-Avon, Wilts

Long wait

Please warn any readers hoping to join Micronet in the future that they may be in for a very long wait, as it has taken me just over two months to get in!

I first of all filled in the form which came with my Prism modem, and posted it off first class. I waited for three weeks and heard nothing, and so decided to give them a ring and find out what was happening. I was told that it would take between three and four weeks to deal with my application, which I accepted.

But another two weeks went by and still nothing had happened, so I gave them another call. They told me I would get my number within the next 10 days, as they were very busy (the advert says the whole process takes 28 days).

About five days later, I received a call asking me for another £100 for my modem. I explained that I already had a modem and just wanted my number, and the girl I spoke to said that she would deal with it.

She did that alright, as the next time I rang up, they had lost my form. After this I thought things could only get better. How wrong could I be?

When they eventually found my form, I was promised that the number would be sent that day, first class. My number finally arrived two months later, and gratefully received.

I immediately went and entered my number into the computer only to find that it was not my number at all, and so would not work. The right number arrived eventually — but without instructions or directory, which took another week to receive. Vicki Blundell, Potters Bar, Herts

A Micronet spokesman said, "The service has been bad, there's no denying it, but we are trying our best to improve it — and practice makes perfect. You can currently expect to wait about six weeks, but we're hoping to reduce that soon. One problem has been that the application form is fairly complex, and people have filled it in wrongly, which has slowed the process down. Secondly, bear in mind that the time it takes to connect up to Micronet is not entirely under our control — it partly depends on British Telecom, who have to come and fit the jack plugs."

Score high...

I was pleased to see you are reviewing modules for the TI-99/4A and carrying a regular Texas program.

Since many Texas owners are writing in to tell you about their high scores on Parsec, mine is 201,000. But what I'd really like to know is whether anyone has beaten my high score on the Munchman module 212,500. Munchman gets very fast, especially when you get on to the 60th sheet. Lee Lambert, Hull, Humberside

...with cartridges

I read in HCW 35 that Paul Hopkins, a TI-99/4A owner, had achieved a score of 1,080,500 on Parsec, and wanted to know if this was an all-time high.

In fact the highest score I know of was by Cody Collins of Arlington, Texas, who wrote into the 99er magazine Hall of Fame. My own record on Parsec is 702,100.

My favourite TI cartridges are Alpiner (reviewed in HCW 30) and TI Invader. I achieved a score of 115,959 on the third level of Alpiner — this level is quite ridiculous, as you can't move without an avalanche hitting you. On TI Invader, my record is 16,150.

And I'd also like to know whether anyone can beat these scores' Car Wars — 28,520 and Munchman 151,680.

If you're thinking of buying a joystick for your TI-99/4A, don't buy the TI joystick — it's very uncomfortable and has slow reactions. I have bought the Suncom TAC2 joystick and adaptor, which I think is much better.

Julian Shawcross, Boothstown, Manchester

A series of

I am having difficulties with Issue 3 Spectrums which have no connection with the published IN function problem.

So far, I have had three Issue 3 48K Spectrums, all of which seem to have an intermittent fault, which seems unrelated to overheating, since it can occur within minutes of power-up, or to memory limit, since it can occur on quite small programs. When present, the following happens.

1. Moving graphics, which have previously run without difficulty, now fail to print the leading or trailing space. Over-printed graphics fail to erase those previously printed. It is as if the OVER function has been switched on.
2. Out of Memory appears when trying to re-load an under-2K BASIC program, only just Saved and Verified.
3. The Load Search Border sequence can suddenly start in the middle of running a professional program.
4. The C cursor changes to an asterisk and will only print rubbish. If delete is used, the screen scrolls one character space left, the lost first letters re-entering on the right, and then crashes. This is an adventure program.
5. The K cursor, when listing, disappears by itself and coloured squares appear in the listing, with an Invalid Colour message.
6. When listing, a 'black window' appears in the middle third of the screen, displaying flashing coloured squares and random letters.
7. Entering LIST produces an Invalid Stream message (I don't have a Microdrive). All efforts to get back into the listing or run the program stop with more Invalid Stream messages.
8. Programs, written in BASIC, on the same computer, which have run without problems many times, stop with Nonsense in BASIC messages, referring to perfectly legitimate lines.
9. Listing will not accept NO to scroll.
10. Graphic figures are unintentionally erased.
11. The program NEWS by itself.

Seven of the above problems have been common to all three Issue 3s, which makes me wonder if the new chip has side-effects unsuspected by Sinclair.

Are any of your readers having similar difficulties with Issue 3s?

Dorene Cox, Dagenham, Essex

Run for the family

I own a TI 99 4A and like Patricia Bates (HCW 31), I am addicted to my computer. The children love it, and I spend more time keeping up with them than on my own games.

But my husband was totally disinterested in

computing — until we bought a Video Chess cartridge. "It does do something after all", he says, after beating the TI-99/4A at chess first game.

I too like Patricia Bates, am plodding away, learning programming — but in a couple of years I'll be able to compile bits and pieces. I am pretty much self-taught, with the help of the excellent TI Users Book and the TI Users Group — grateful thanks to Terry Grimshaw.

I cannot praise the TI people at Bedford enough. I had problems with my modulator, but didn't want to part from it. Since it was under guarantee, I was promptly sent another one, and loads of literature.

I'd like to see more women sending in programs — and not just games. For example, what about some simple programs for pre-school children — or a how-to-murder-your-husband computer program?

A. Bates, Havant, Hants

Boxing clever

As someone new to home computing, I have recently bought examples of all the usually available magazines.

The support that HCW gives to the TI 99 4A as illustrated by "Save us from an Alien Invasion" and the profile of Stainless Software (issue 27) makes it a firm favourite of mine destined for regular reading.

One disadvantage I have noticed with all programs listed in magazines is that once they're on tape and working, only a rough home-produced label is available for future reference on the cassette box.

May I suggest that all listings you produce are accompanied by a cassette box sized printed picture and title with instructions for use on the reverse?

I am sure other users would find this a useful aid to remembering what each program is. It also gives a record of program source — good future advertising for you and the programmers'.

R Bunt, Gloucester

It's a good idea, but unfortunately as space is at a premium in HCW, we wouldn't have room to include an insert specially for each listing. However, we do plan to print more of the colourful inserts that appeared in HCW 29, for readers to cut out and use with their own programs. And those who own a VIC 20 and a printer could always print their own, using Alan Blackham's program in HCW 30.

TI 99/4A owners: beware!

Like most TI-99/4A owners I have spent, and wasted a lot of time trying to find good quality independent software for my machine and I am beginning to think that the problem may be self-perpetuating.

If little software is available, perhaps TI owners are learning to program for themselves and discovering that this is infinitely more satisfying than buying and playing even the best games available.

This may reduce the market to the point where the big software houses won't consider producing TI software, leaving supply in the hands of the small independent producers, some of whom have marketed some first-class products.

To move on to TI's own marketing, I recently visited three local chain stores, all advertising the TI-99/4A as being in stock. The first had the machine but no Texas software at all, and still has none six weeks later.

The second had an excellent selection, all priced about 25 per cent higher than I have ever seen before. The third shop had a few forlorn modules on the bottom shelf and an assistant who, when approached said: "Oh, have you got a Texas? Perhaps you can help me. I've just bought one and I need some advice."

Surely my experience is not typical... is it?
Graham Baldwin, South Croydon, Surrey

Encourage me to buy

High street computer dealers will have to give themselves a hard kick up the backside if they are to clear their shelves.

As a complete newcomer to the scene, I have visited various shops for advice on what I should buy and what the apparatus will do.

Not a single one has offered to give me a demonstration, although I am obviously a sincere prospective buyer, and my questions have met with horribly vague answers such as: "Well, you know like, it's difficult to say. I suppose they'll do most things, so to speak. I'm not quite sure, really."

One shop had an Atari with a permanent display which announced 13 + 7 = 20. Another was equipped with a Spectrum attached to a TV showing an amateurish drawing of the planet Saturn and a printout which said

"Input error". The following day it depicted nothing except a non-stop snowstorm of black and white stripes. Day 3, switched off.

What encouragement is there to spend the £150-180, which was what I had in mind?

So-called beginners' books are no better. They all start off by announcing they are for the average man in the street — but after a few pages assume the reader is managing director of a multinational firm with 3,286 customers in Outer Mongolia alone.

There must be many other people who have decided to delay buying until things get put on a more business-like basis.

G. H. Willett, Basildon, Essex

Treasure Island

I've got a great idea for Lance Booth's Treasure Island game (HCW 30). When you are eaten by a shark, or drowned in the river, or lost in the mountains, a Death March plays.

Just add the following program lines, making sure the line numbers are correct:

```
156 DATA 294,400,294,
300,294,240,294,300,
349,400,330,310
157 DATA 330,350,294,
350,294,300,277,350,
294,500,0
1331 GOSUB 2000
1361 GOSUB 2000
1391 GOSUB 2000
1421 GOSUB 2000
1451 GOSUB 2000
1481 GOSUB 2000
2000 RESTORE 156
2010 READ NOTE,DLR
2020 IF (NOTE=0)*(DLR=0) THEN 2050
2030 CALL SOUND (DLR,
NOTE)
2040 GOTO 2010
2050 RETURN
John MacDonald
```

Do it! Abandon the Atari

All right, own up. You've abandoned the Atari, haven't you? Your magazine is going all Spectrum and BBC like all the others.

Although I realise it's up to the reader to send in programs, you have hardly printed a review either.

A couple of days ago I received a list from Alan of books and magazines that cater for their machine. There were only two English magazines on the list — and HCW was one of them. So come on, buck your ideas up. Steven Hurst, Bolton, Lancs. Just for you, there's an Atari program in this week's issue.

DRAGON

BOOKS BY MELBOURNE HOUSE



This complete collection of books explains everything you need to know to get the most out of your Dragon 32. The most exciting games, the latest programming techniques and the most practical step-by-step instructions — everything necessary to make your Dragon roar.



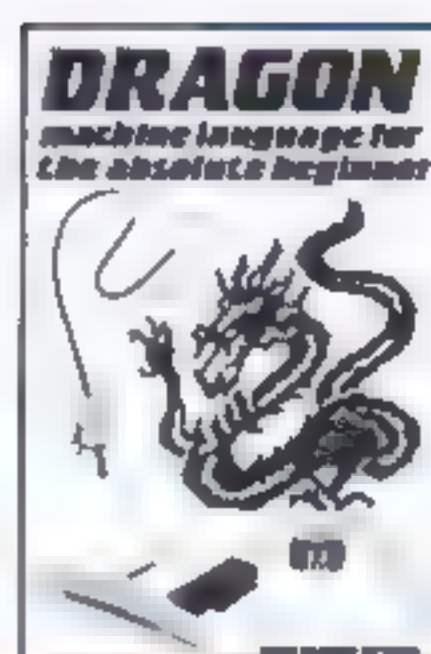
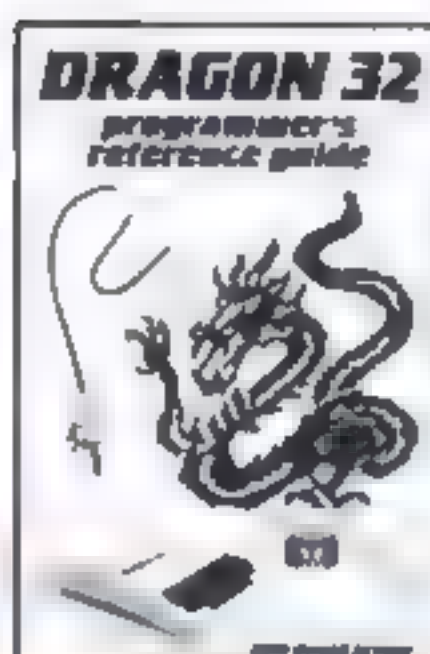
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— Personal Computing News

Dragon 32 Programmer's Reference Guide

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Suit yourself — 10 ways to win at poker

Poker Patience is the sixth game in my series. It's my favourite and I find it quite addictive.

The aim is to make the best possible poker hands in a five by five grid using one card at a time dealt by the computer.

Five hands are made in the five rows of the grid, another five in the columns and two on the diagonals.

Once a card has been placed in the layout it cannot be changed, so think carefully. Remember each card is part of at least two hands and sometimes three or four.

When the grid has been filled, the computer scores each of your 10 hands and totals them. The value depends on how good a poker hand it is.

The computer scores each row first, then the columns and, finally, the diagonals.

Average scores tend to be around 60-80, so I have put in a target hi-score of 85 which shouldn't be too difficult to beat.

Poker hands are as follows.

Royal flush A,K,Q,J,10 all in same suit

Straight flush any run of five cards in same suit

Fours any four of same denomination

Straight a run of five cards not in suit

Full house three of a kind and pair in same hand

Flush any five cards in same suit

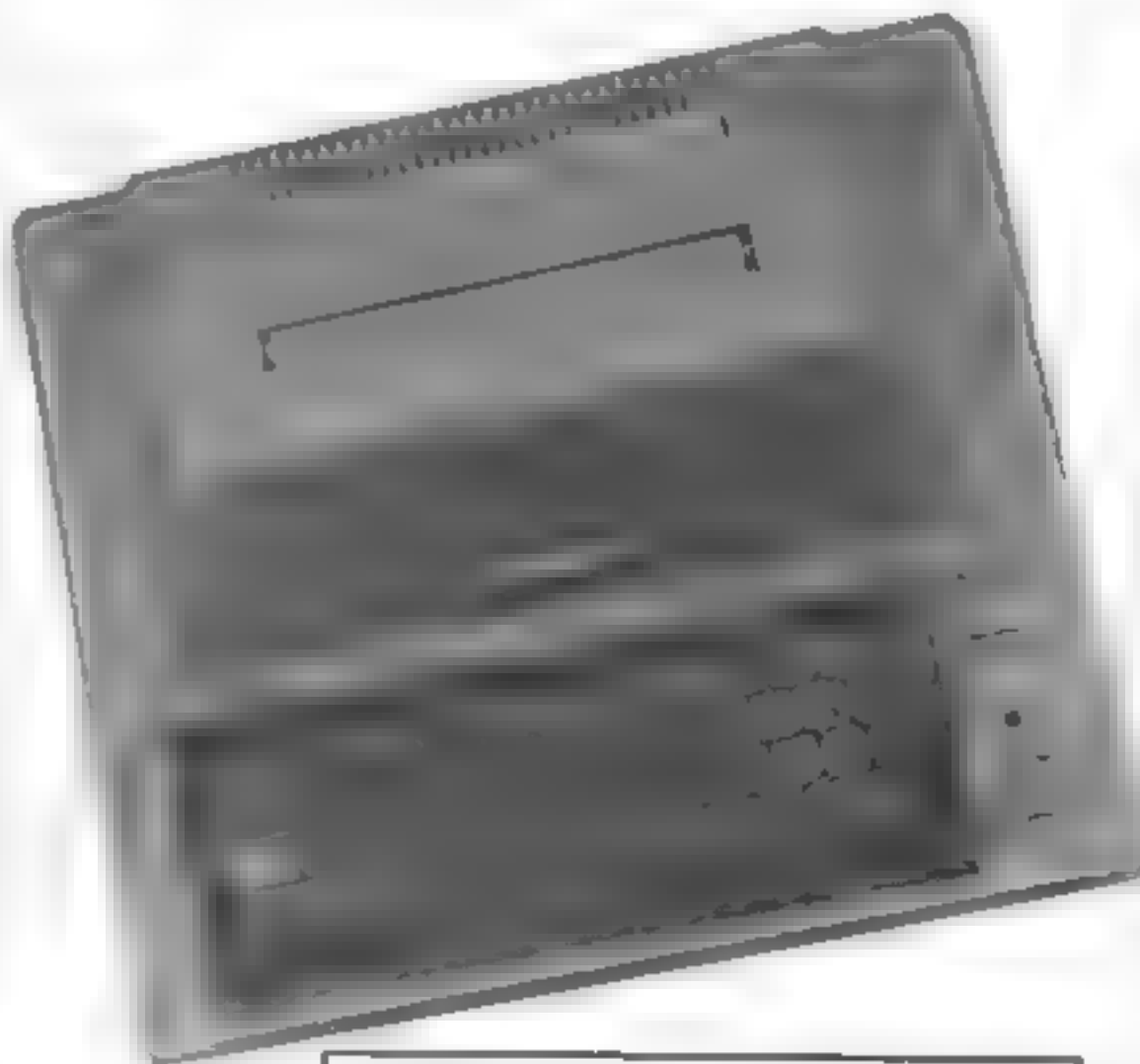
Threes three cards of same denomination

Two pairs two pairs in same hand

One pair any pair

Any other hand does not score

Even if you missed the earlier games, you can still play Les Howarth's game of Poker Patience. All the listings you need are here and they'll run on any Atari



Listing 1 — Initialisation etc. Type this in first

```

10 DIM P(5,5), D(5,5), S(5,5), H(5,5), T(5,5), C(5,5), F(5,5), G(5,5), I(5,5), J(5,5), K(5,5), Q(5,5), A(5,5), 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0
20 FOR I=0 TO 10: FOR J=0 TO 10: P(I,J)=0: D(I,J)=0: S(I,J)=0: H(I,J)=0: T(I,J)=0: C(I,J)=0: F(I,J)=0: G(I,J)=0: I(I,J)=0: J(I,J)=0: K(I,J)=0: Q(I,J)=0: A(I,J)=0: 10(I,J)=0: 9(I,J)=0: 8(I,J)=0: 7(I,J)=0: 6(I,J)=0: 5(I,J)=0: 4(I,J)=0: 3(I,J)=0: 2(I,J)=0: 1(I,J)=0: 0(I,J)=0: NEXT J: NEXT I
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630 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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670 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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750 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
760 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
770 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
780 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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990 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1000 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I

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1010 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1020 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1080 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1090 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1100 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1110 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1120 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1210 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1570 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1590 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1600 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1610 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1670 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1700 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1770 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1780 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1810 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1820 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
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1850 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1860 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1870 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1880 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1890 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1900 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1910 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1920 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1930 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1940 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1950 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1960 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1970 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1980 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
1990 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I
2000 FOR I=0 TO 10: FOR J=0 TO 10: 0(I,J)=0: NEXT J: NEXT I

```

These hands can be counted in any order. For example, 5, 8, 7, 6, and 4 on the same line still counts as a run.

I don't know the possible best score, but my highest to date is 123.

Special instructions: In print statements the letters U D L R refer to cursor control arrows. U=Up arrow etc. To print an arrow use ESC/CTRL/and appropriate arrow.

6020-6030 all print statements are in inverse characters, inverse spaces and inverse CTRL/R. Each title is followed by two spaces and 12 x CTRL/R except for last title. 6040 use inverse for title and for Hi-Score.

6050 print statement contains inverse space.

6110 print statement is - "L L L L CTRL/Q CTRL/R CTRL/R CTRL/E

6200 print 24 normal spaces

6220 print 14 normal spaces

6370 print inverse "Score -"

6374 second print statement is inverse "Score -"

6400-6410 print a clear screen character, use ESC/SHIFT/CLEAR

6480 second print statement is inverse "Hi-Score" =

8109 change variable GM to read GM (greater than) N6, or GM (greater than) N3 in the case of two programs

Screen colour can be altered by changing these POKES.

Address 704 Cursor Colour, 709 cards and writing colour, 710 background, 712 border, 1538 D L.I. colour

How it works Poker Patience

6000-6085 set up game in usual manner, but this time array D is filled as you place cards on the layout.

6090-6098 link program to joystick routine.

6100-6160 deposit card on layout, update array D and turn up next card.

6200-6370 scoring routine. First 13 places in P array and S array are cleared and then used to hold values of cards in a hand ie, a two in P (12) would indicate two queens. Loops are used to check each hand. Loop V controls direction of checking — row, column, first diagonal, second diagonal. Variable PS is player score.

6372-6420 print total score and check if Hi-Score has been beaten. Computer then waits for you to press Option or Start for new game.

6480-6490 update hi-score

9200 ? " 28 cards are dealt in seven columns, only the bottom card of each column is played";
9210 ? "The Object of the game is to collect packets of 4 cards of the same denomination or cards can be played";
9220 ? "on each other if they are 5 or 13, when 4 or 13 cards have been brought together";
9230 ? "they are removed by placing the cursor on the bottom card and pressing the button, Cards are dealt";
9240 ? "from the pack by placing cursor on pack and pressing button, A space can only be filled by a card";
9250 ? "from the discard pile, Pack is redealt from discards"160T0 18000
9300 ? " 9 Cards are dealt in a square The object of the game is to get rid of all the pack";
9310 ? "by taking any 2 cards which add to eleven, Picture cards can only be taken when Jack,Queen,King";
9320 ? "are on the board at the same time. Spaces can be filled from the pack by placing cursor on a space";
9330 ? "and pressing button,"160T0 18000
9400 ? " 28 Cards are dealt face up in a 4x7 square"
9410 ? "The object of the game is to end up with the cards in the layout all face down";
9420 ? "Place the cursor over any card and press button to turn face down Count this as 1";
9440 ? "Now move in a clockwise direction counting 2,3,4, Turn the fourth card face down, Choose";
9450 ? "any other card, count 1 and turn down, Turn down the fourth card and carry on turning 1 and 4
9460 ? "until all the cards are reversed"160T0 18000
9500 ? "25 Cards are dealt in a 5x5 layout, The object of the game is to pair off all the cards, A pair can only be
9510 ? "be taken, if they are next to each other in any direction"; "ERT
1100, 1101, 1102, or 1100000
9520 ? "Place cursor on card and press button";
9540 ? "you cant go, then place cursor on pack and press button, The cards in the layout will be re-dealt";
9545 ? "minus any spaces, The layout will be increased to 25 cards from the deck"160T0 18000
9600 ? "25 Cards are dealt from the stock one by one, Place each card anywhere on a 5x5 grid to make the best";
9610 ? "poker hands, Once laid, a card cannot be moved,"1? "When the grid is filled, the score will be calculated";
9620 ? "for 10 hands,"1? " 5 across, 5 down and 2 diagonal,"1? "The Object being to get the best score possible"
10000 ? "1? "PRESS START TO BEGIN"
10010 IF PEEX153279X*46 THEN 10010
10020 GOSUB 11000 ? "1? RETURN

```

5930 REM G=4:6
6000 POKE 710,64:POKE 712,70:T=N1:G=32:
POKE DL+N1,7:G:POKE DL+N22,138:POKE 5428
6,192:POKE 704,146
6015 FOR I=N1 TO 24:5:I=N0:NEXT I:POKE
72,26
6020 POSITION 26,0:?" ROY'FLUSH=60
"STR'FLUSH=50" F
"ROY" = 50 "
605 " " STRAIGHT *20 "
"FULLHOUSE=16" F
" " *12 "
" " * 8 "

```

```

      J=1 TO N6:POSITION N17,N23: ?
      G: PEEK( J ) IF H=1 THEN H=0: J=J+1
      J=J+1: PEEK( J )
      IF P=1 THEN H=1: P=0: GOTO 6480
      IF PEEK( 53279 )=46 THEN ? "": GOTO 8
      IF PEEK( 53279 )=43 THEN ? "": GOTO 8
      P=1: J=53279
      H=1: P=0: J=1: H=0: P=1: PEEK( J )
      IF P=1 THEN H=1: P=0: H=0: P=1: H=1: P=0: H=0: P=1
      IF P=1 THEN H=1: P=0: H=0: P=1: H=1: P=0: H=0: P=1
      IF P=1 THEN H=1: P=0: H=0: P=1: H=1: P=0: H=0: P=1
      IF P=1 THEN H=1: P=0: H=0: P=1: H=1: P=0: H=0: P=1

```

Sarah Finch

Make your printer obey the Dragon's orders

Sooner or later some Dragon owners will buy a printer. This is usually quite easy to interface with the correct cable, but to get it working, well, that's different.

The Dragon manual is not very helpful with only comments like PRINT -2, USING.OPEN "0", -2, "filename" & LLIST. There is no mention of graphics or control codes. I hope to overcome these shortcomings with this short article.

One of the first problems is the control over the length of the printed line. This is overcome by a simple POKE command 155,x, where x equals the length of the line. For example, POKE 155,32 will give you a line length of 32 characters and then a line feed.

Location 328 sets the Dragon to give an auto line feed at the end of a line. To set this in operation POKE 328,0.

If, however, the location is left at its default of 155 then the computer will print a line length to the width of the printer irrespective of the value POKED in to location 155. Both of these commands can be used in the direct mode or from part of a program.

Another area which can be covered with a single POKE is line spacing. This can be set to double spacing with POKE 330,2, giving a double line feed at the end of a line. To revert back to single spacing POKE 330,1.

The other area for comment is that of formatting the print. This can be achieved by PRINT or the comma field. The latter is controlled by location 153. POKE this with the number of spaces you want after the comma.

The Dragon does not have an escape key. Control codes can be implanted by the use of PRINT -2,CHR\$(27); "function code." For example PRINT -2,CHR\$(27); "8" is a code for the Microline 83 to space text at eight lines per inch.

You will have to check with your printer manual for the various codes.

The block graphic codes on the printer do not match those of the Dragon, so you will have to experiment.

Just to give you an idea of what is available I have listed the graphic blocks from the

Until now there was little to tell you how to make your printer work well with the Dragon. Alan Gray passes on what he has learned

Listing 2 — subroutine for screen/printer loop

```
100 REM SET FLAG FOR SCREEN
101 REM TO 155 WRT 155
102 OPEN "0", -2, "OPEN CHANNEL"
103 REM ENTER SOME MORE 1 ENTER TEXT BETWEEN LINES 132-146
104 REM USER 11 132 REM
105 REM 14 WHEN 142 RESE 14 143 FOR PRINTER CULD BE SET TO 14 FOR PAGE
106 NEXT REM 143 144
```

Figure 1 — graphics conversion table for Microline 83 printer and Dragon

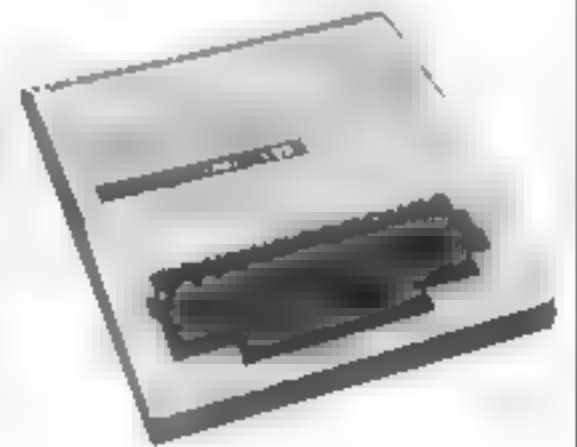
| character | printer | Dragon |
|-----------|---------|--------|
| 1 | 128 | 143 |
| 2 | 129 | 135 |
| 3 | 130 | 139 |
| 4 | 131 | 131 |
| 5 | 132 | 141 |
| 6 | 133 | 133 |
| 7 | 134 | 137 |
| 8 | 135 | 129 |
| 9 | 136 | 142 |
| 0 | 137 | 134 |
| 1 | 138 | 138 |
| 2 | 139 | 130 |
| 3 | 140 | 140 |
| 4 | 141 | 132 |
| 5 | 142 | 136 |
| 6 | 143 | 128 |
| 7 | 144 | 144 |
| 8 | 145 | 145 |
| 9 | 146 | 146 |
| 0 | 147 | 147 |
| 1 | 148 | 148 |
| 2 | 149 | 149 |
| 3 | 150 | 150 |
| 4 | 151 | 151 |
| 5 | 152 | 152 |

Microline 83 together with the ASCII codes for the various patterns. You will notice that the first 16 blocks have different codes to that of the computer. This is because the graphics codes do not fall into any standard, and therefore those listed in figure 1 will produce the pattern on the left, with the Dragon code equivalent shown on the right.

The listing of the screen dump, listing 1, can be used as a subroutine to copy any text screen. Graphics can cause problems as stated before so check your printer manual for the ASCII codes.

The routine in listing 2, will, if included in a program, allow the use of both printer and screen without the need to have separate lines for each.

One final point: Don't forget to POKE location 155 with the width of your printer if you want to use POS(-2). See what happens if you don't!

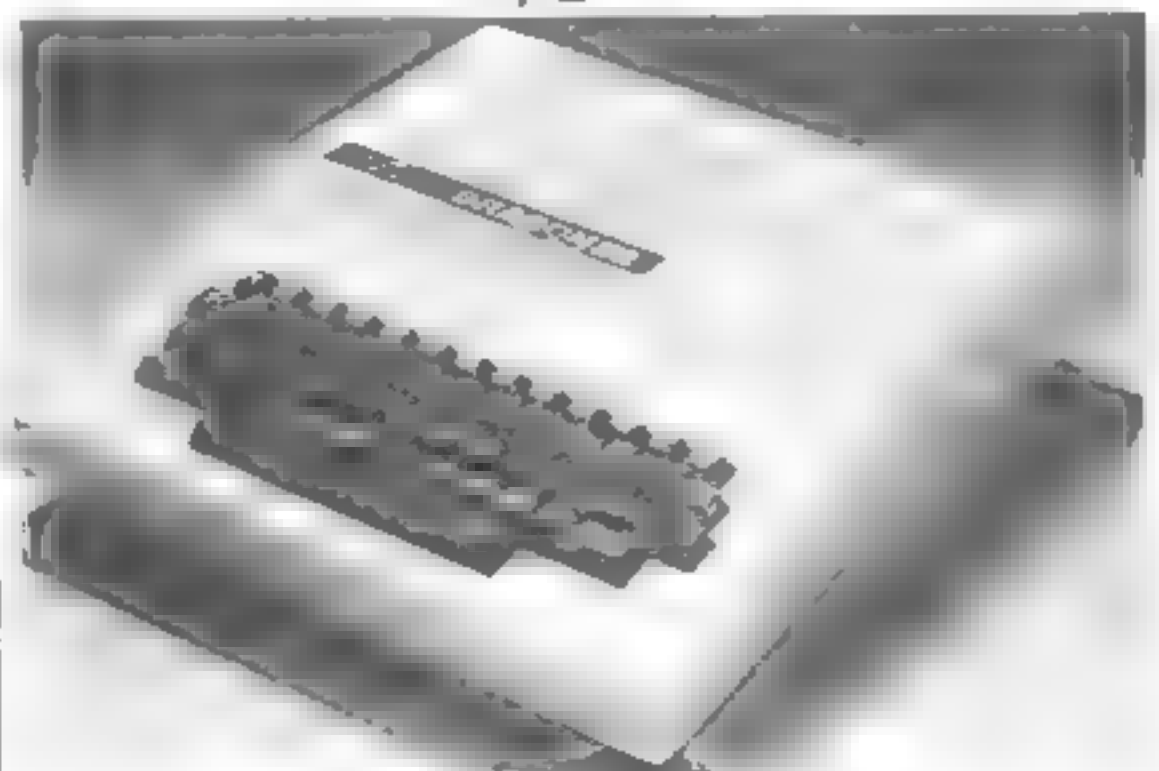


Listing 1 — screen dump

```
10 FOR Y=0 TO 15:FOR X=0 TO 31:Y=SCREEN DEPTH X=SCREEN WIDTH
20 A=PEEK (Y*256+X*2) : 10,0 TOP LEFT LOCATION OF TEXT SCREEN
30 IF A=95 AND A(1) THEN A=A&64 ELSE IF A=0 AND A(2) THEN A=A&64 ELSE
40 A= THEN A(1) CHECK ASCI CODE AND MODIFY
50 PRINT CHR$(A) NEXT X PRINT 0:2,CHR$(13):NEXT Y PRINT CHR$(13)
60 NEXT Y:CHR$(13) = 15 FEED
```


DRAGON PROGRAMMING

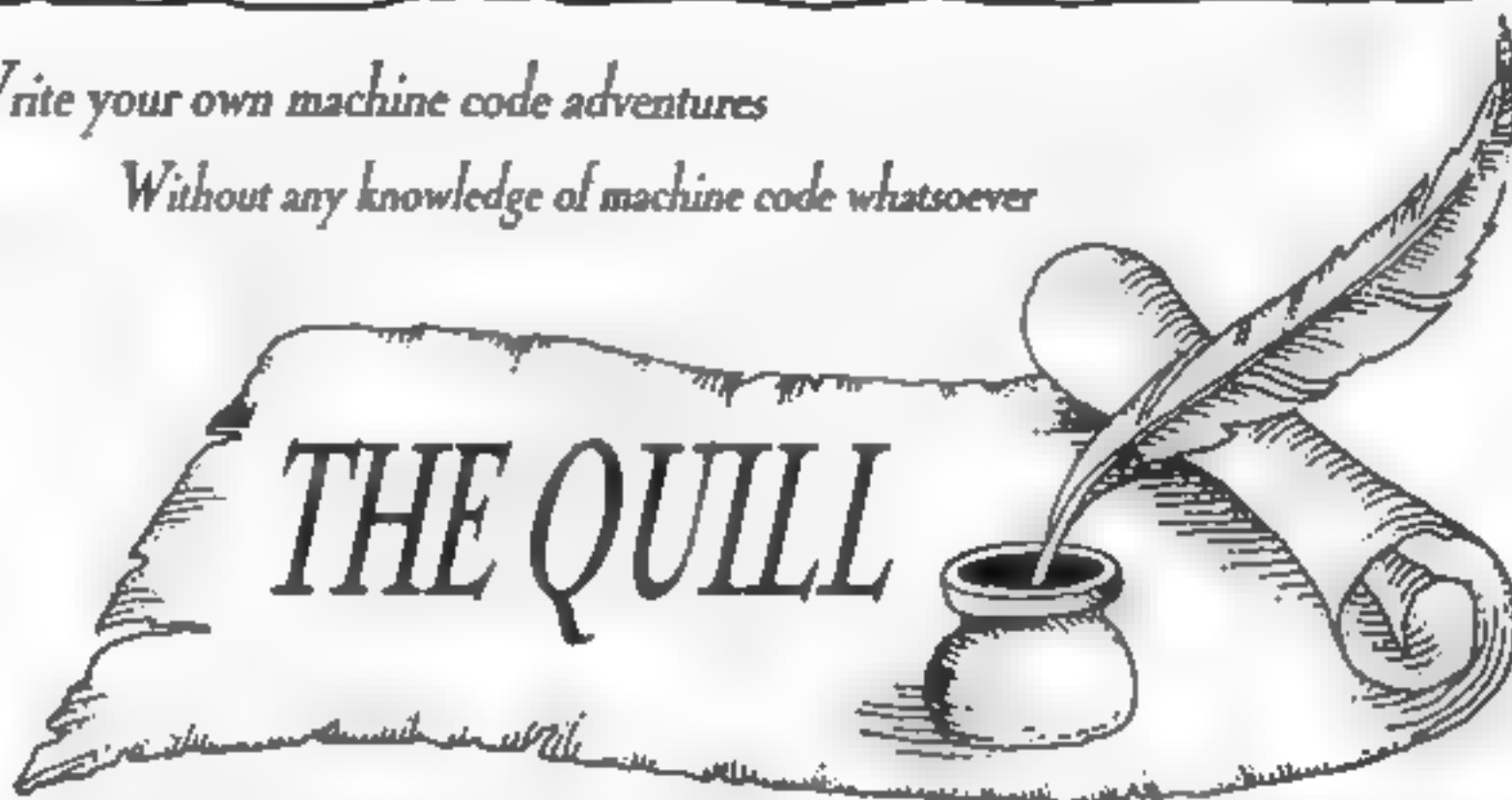
| | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 153 | 153 | 182 | 182 | 211 | 211 | 233 | 233 |
| 154 | 154 | 183 | 183 | 212 | 212 | 234 | 234 |
| 155 | 155 | 184 | 184 | 213 | 213 | 235 | 235 |
| 156 | 156 | 185 | 185 | 214 | 214 | 236 | 236 |
| 157 | 157 | 186 | 186 | 215 | 215 | 237 | 237 |
| 158 | 158 | 187 | 187 | 216 | 216 | 238 | 238 |
| 159 | 159 | 188 | 188 | 217 | 217 | 239 | 239 |
| 160 | 160 | 189 | 189 | 218 | 218 | 240 | 240 |
| 161 | 161 | 190 | 191 | 219 | 219 | 241 | 241 |
| 162 | 162 | 191 | 191 | 220 | 220 | 242 | 242 |
| 163 | 163 | 192 | 192 | 221 | 221 | 243 | 243 |
| 164 | 164 | 193 | 193 | 222 | 222 | 244 | 244 |
| 165 | 165 | 194 | 194 | 223 | 223 | 245 | 245 |
| 166 | 166 | 195 | 195 | 224 | 224 | 246 | 246 |
| 167 | 167 | 196 | 196 | 225 | 225 | 247 | 247 |
| 168 | 168 | 197 | 197 | 226 | 226 | 248 | 248 |
| 169 | 169 | 198 | 198 | 227 | 227 | 249 | 249 |
| 170 | 170 | 199 | 199 | 228 | 228 | 250 | 250 |
| 171 | 171 | 200 | 200 | 229 | 229 | 251 | 251 |
| 172 | 172 | 201 | 201 | 230 | 230 | 252 | 252 |
| 173 | 173 | 202 | 202 | 231 | 231 | 253 | 253 |
| 174 | 174 | 203 | 203 | 232 | 232 | 254 | 254 |
| 175 | 175 | 204 | 204 | | | 255 | 255 |
| 176 | 176 | 205 | 205 | | | | |
| 177 | 177 | 206 | 206 | | | | |
| 178 | 178 | 207 | 207 | | | | |
| 179 | 179 | 208 | 208 | | | | |
| 180 | 180 | 209 | 209 | | | | |
| 181 | 181 | 210 | 210 | | | | |



Write your own machine code adventures

Without any knowledge of machine code whatsoever

THE QUILL



THE QUILL is a major new utility written in machine code which allows even the novice programmer to produce high-speed machine code adventures of superior quality to many available at the moment without any knowledge of machine code whatsoever.

Using a menu selection system you may create well over 200 locations, describe them and connect routes between them. You may then fill them with objects and problems of your choice. Having tested your adventure you may alter and experiment with any section with the greatest of ease. A part formed adventure may be saved to tape for later completion. When you have done so *THE QUILL* will allow you to produce a copy of your adventure which will run independently of the main *QUILL* editor, so that you may give copies away to your friends.

THE QUILL is provided with a detailed tutorial manual which covers every aspect of its use in writing adventures. It is impossible to describe all the features of this amazing program in such a small space so we have produced a demonstration cassette which gives further information and an example of its use.

This demo-cassette is available at £2.00, and *THE QUILL* itself at £14.95.

FOR THE 48K SPECTRUM AT £14.95

Our Software is now available from many computer shops nationwide, or direct from us by post or telephone

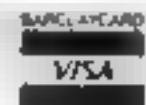
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Cartoon Animation



On the 16K and 48K Spectrum, with the GRAPHICS SUBROUTINE from FOWLER SOFTWARE.

The GRAPHICS SUBROUTINE enables someone with no knowledge of machine code to animate his drawings. It is also suitable for those who are expert at machine code, who want an easy way of moving small and large objects around the screen smoothly, i.e. one pixel at a time.

Any size drawing (except one which nearly fills the entire screen) can be moved up, down, left and right at various speeds. In order to show what is possible using this program, a demonstration program includes a 9x3 character figure walking across the screen. A small car is moved extremely fast in a second demonstration program.

A booklet explains in detail that to move a drawing you need to tell the GRAPHICS SUBROUTINE where the drawing is in memory, where an instruction sequence is, where you want the drawing to start on the screen, the length and height of the drawing and the speed of movement. All this is done using BASIC commands.

The GRAPHICS SUBROUTINE occupies less than 760 bytes, just below the UDG area. It moves a drawing by altering the area of memory containing the screen display, so the picture is stored once only. You do not even need to draw any pictures, you could just move what is already on the screen, whatever it is.

The drawings that are moved are one colour (ink and paper). You can also use the GRAPHICS SUBROUTINE to draw and colour a stationary drawing. The time taken to draw and colour a picture which fills the entire screen is 1/10 second. Instructions are given on how to store drawings in memory. A 3x3 character drawing involves typing in 81 numbers, each between 0 and 255. In 1984 FOWLER SOFTWARE will release a program to make this easier.

If you wish to order a tape, please return this form:

To: FOWLER SOFTWARE, Hendon Mill, Nelson, Lancashire.

Please send me _____ copies of the GRAPHICS SUBROUTINE tape plus instructions. I enclose a cheque/PO for _____
(£10 per tape, incl p&p)

I would be interested to receive news of your next graphics programme ____ (Please tick)

Please use block capitals.

NAME: Mr/Mrs/Miss _____

ADDRESS: _____

Postcode _____ HCW38

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| Compatible cassette recorder | £24.98 |
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| Recorder + dual lead | £29.75 |
| 32K Stand alone Ram | £125 |

| | | | |
|-----------------------------|----------------|---------|--------|
| Software Cartridge — | Extended Basic | £51.50 | |
| Minimemory | £51.50 | Parsec | £23.50 |
| Chess | £29.50 | Invades | £17.00 |

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Spudz, Code Break/3D Maze, U.F.O.
all @ £4.95 each.

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U.S. SCENE

Computer haves and have nots

Each year when I visit Britain I remain unimpressed with the sincere efforts of the school authorities and computer manufacturers to establish meaningful computer training programs in the schools.

There are certainly few people who know about this industry who are not aware that Britain has more computer literates per capita than anywhere else. Including here in the good ol' U.S.A.

There is now starting quite a bit of concern that in 10 years or less, this country will be divided even further into the haves and have-nots based on computer literacy.

At the present time, about 70% of US schools considered to be wealthy have micros while only 40% of the poor schools do so. For poor, read minority.

In less than a decade, many indicators appear to signify that the minorities may be considered so in another way. Here are a few of the indicators:

Children attending any of the nation's 12,000 richest school districts are more than four times as likely to receive computer training than any child attending school in one of the 12,000 poorest districts.

About 45 per cent of the clerical workforce is now obtaining computer training, yet only 4 per cent of the blue-collar (unskilled) workforce is being exposed to computers.

Because the telephone system has been deregulated, it is expected that increasing rates for service will result in a drastic reduction in service to poorer customers, thereby eliminating them from the Teletext revolution and likewise preclude their use of modems.

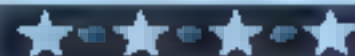
It would be unfortunate to continue the trend that results in white youth becoming good at computer skills while the minority youth becomes skilled at video games.

These issues are in part now being addressed by prospective legislation such as the Computer Education Assistance Act which if passed would make about \$150 million available for schools in matching funds for equipment and software purchasing, and by activists who would try to identify the coming crisis and do something about it now before it hits in the coming decade.

This is an urban as well as a suburban problem. Even a large Californian city such as Los Angeles has no meaningful computer program in its inner-city schools. Would that we take a lesson from our British cousins and develop cooperation between education and industry to get micros in all the schools.

As one local activist put it, computers can do more than furnish jobs and provide information, they can also serve as a tool in the battle against prejudice.

After all, a computer cannot determine, nor does it care about, the sex or ethnic background of its operator as long as it is fed the correct information. Let us hope that this tool is used for good and to bring us together rather than as a wedge to drive us even further apart.



Want a good letter quality printer, but don't want to spend a fortune on it? You might be interested in one of the new generation of low cost daisywheel printers.

This one is called the Transtar 120. It weighs less than 19 pounds, is generally plug-in compatible with most word processing programs on a variety of computers, prints at 14 cps, and costs only \$599, list.

It will do super and subscripting, boldface, and single sheet loading. Transtar advertises that the failure rate (presumably in warranty) is less than one per cent.

Sounds like excellent value for money. Write to Transtar, PO Box C-96975, Bellevue Washington 98009, for more details.

This week I think I am glad I am out of room. See you next week.

Bud Izen
Fairfield, California

Top Ten programs for the Dragon

| | | |
|----|-------------------------|-----------------|
| 1 | Frogger | Microdeal (4) |
| 2 | Cuthbert Goes Walkabout | Microdeal (3) |
| 3 | Mined Out | Quicksilver (7) |
| 4 | Drone Databank | Cablessoft (-) |
| 5 | Nightflight | Salamander (-) |
| 6 | Champions | Peaksoft (-) |
| 7 | Empire | Shards (-) |
| 8 | Shark Treasure | Dragon (6) |
| 9 | Quiz Pack | Shards (-) |
| 10 | The King | Microdeal (1) |

Compiled by Boots. Figures in brackets are last week's positions

Top Ten programs for the VIC-20

| | | |
|----|-----------------|-----------------|
| 1 | Arcade | Imagine (1) |
| 2 | Skyhawk | Quicksilver (5) |
| 3 | Wacky Waiters | Imagine (3) |
| 4 | Panic | Bug Byte (-) |
| 5 | Catcha Snatcha | Imagine (2) |
| 6 | Sargon II Chess | Commodore (-) |
| 7 | Matrix | Llamasoft (10) |
| 8 | Frantic | Quicksilver (-) |
| 9 | Bonzo | Audiogenic (-) |
| 10 | Home Office | Audiogenic (-) |

Compiled by Boots. Figures in brackets are last week's positions

Top Ten programs for the Commodore 64

| | | |
|----|------------------|-----------------|
| 1 | Crazy Kong | Interceptor (2) |
| 2 | Frogger | Interceptor (5) |
| 3 | Hover Bover | Llamasoft (1) |
| 4 | Spritman | Interceptor (4) |
| 5 | Purple Turtles | Quicksilver (-) |
| 6 | Scramble | Interceptor (6) |
| 7 | Quintic Warriors | Quicksilver (-) |
| 8 | Ring of Power | Quicksilver (-) |
| 9 | Cosmic Split | PSS (-) |
| 10 | Krystals of Zong | PSS (-) |

Compiled by Boots. Figures in brackets are last week's positions

Top Ten programs for the ZX81

| | | |
|----|------------------|-----------------|
| 1 | Scramble | Quicksilver (2) |
| 2 | Defender | Quicksilver (7) |
| 3 | City Patrol | Macronics (-) |
| 4 | 1K Chess | Sinclair (6) |
| 5 | Sabotage | Macronics (-) |
| 6 | Chess | Sinclair (-) |
| 7 | Asteroids | Quicksilver (4) |
| 8 | Football Manager | Addictive (1) |
| 9 | 1K Games | Sinclair (5) |
| 10 | VU File | Sinclair (-) |

Compiled by Boots. Figures in brackets are last week's positions

BEST SELLERS

Top 30

| | | | |
|----|-------------------------|-----------------|---------------|
| 1 | Jet Pac | Ultimate | Spectrum (2) |
| 2 | Manic Miner | Bug Byte | Spectrum (1) |
| 3 | Trans Am | Ultimate | Spectrum (3) |
| 4 | Zzoom | Imagine | Spectrum (6) |
| 5 | Horace and the Spiders | Psion | Spectrum (23) |
| 6 | Kong | Ocean | Spectrum (28) |
| 7 | Cookie | Ultimate | Spectrum (4) |
| 8 | Killer Gordia | Program Power | BBC (-) |
| 9 | Jumpin' Jack | Imagine | Spectrum (25) |
| 10 | Hall of the Things | Crystal | Spectrum (22) |
| 11 | Splat | Incentive | Spectrum (18) |
| 12 | Cuthbert Goes Walkabout | Microdeal | Dragon (15) |
| 13 | Cuthbert in the Jungle | Microdeal | Dragon (12) |
| 14 | Krazy Kong | Anirog | VIC-20 (9) |
| 15 | Pssst | Ultimate | Spectrum (11) |
| 16 | 3D Combat Zone | Artic | Spectrum (5) |
| 17 | Chuckie Egg | A & F | Spectrum (7) |
| 18 | Johnny Reb | Lothlorien | Spectrum (8) |
| 19 | Horace Goes Skiing | Psion | Spectrum (10) |
| 20 | The Hobbit | Melbourne House | Spectrum (-) |
| 21 | Frogger | Microdeal | Spectrum (14) |
| 22 | Penetrator | Melbourne House | Spectrum (13) |
| 23 | Pool | CDS | Spectrum (-) |
| 24 | The King | Microdeal | Dragon (-) |
| 25 | The Hobbit | Melbourne House | CBM 64 (-) |
| 26 | Valhalla | Legend | Spectrum (-) |
| 27 | Lunar Jetman | Ultimate | Spectrum (-) |
| 28 | Dungeon Master | Crystal | Spectrum (30) |
| 29 | Bewitched | Imagine | VIC 20 (-) |
| 30 | Hunchback | Superior | BBC (27) |

Compiled by PCS Distribution (0254 691211) and sanctioned by the Computer Trade Association. Chart is for retail sales in individual outlets in the UK and Northern Ireland for the fortnight ended November 6

Top Ten programs for the Spectrum

| | | |
|----|-------------------|-----------------|
| 1 | Ant Attack | Quicksilver (2) |
| 2 | Harrier Attack | Durell (-) |
| 3 | Lunar Jetman | Ultimate (3) |
| 4 | Jetpac | Ultimate (-) |
| 5 | Bugaboo | Quicksilver (-) |
| 6 | Flight Simulation | Psion (1) |
| 7 | Maziacs | dk'tronics (-) |
| 8 | Zzoom | Imagine (4) |
| 9 | Kong | Ocean (7) |
| 10 | Manic Miner | Bug Byte (-) |

Compiled by W H Smith. Figures in brackets are last week's positions

BBC PROGRAM

Give them a run for your money

The original idea for this game came from those amusement arcade machines which allow you to gamble on any one of five different coloured horses. The horses pay different odds but, of course, the white one which pays the best odds, very rarely wins.

In developing the graphics for the game, the horses appeared more like dogs, so the game became the Greyhound Derby Stakes.

Up to five players may participate. They each start with £20 stake money which they may gamble as they wish on each of five races. The overall winner is the player who has won most after the five races are over.

Before the first race, all the dogs have equal chances of winning and therefore have odds of five to one. The players are invited to place their bets on the race, and the actual starting prices are then calculated according to the betting. Heavy betting on any one dog will greatly reduce its starting price.

As the race takes place, the course is displayed with the front and back 'straights' of the course shown on the screen.

As the dogs reach the end of the straight they disappear off the end of the screen as they go round the bend of the course. The race carries on while they are out of view, and the dogs reappear along the back straight.

The same happens at the left hand bend on the course, and the dogs finally reappear again on the

Who can't resist a flutter? Geoff Turner's program, for the BBC model B micro, takes you to the dogs and puts £20 gambling money in your pocket

front straight heading towards the winning post.

After each race new odds are calculated depending on the form of each dog — with each win, a dog's form improves and the odds are reduced accordingly. In subsequent races each dog's chances of winning are slightly increased if it has won any previous races.

After the final race the program displays how much each player has won or lost and the player with the highest total is declared the winner.

The program runs on a BBC model B computer. The display uses a Mode 2 screen, and the program uses almost all available memory. For this reason REM statements have been omitted from the listing, and care should be taken to avoid unnecessary spaces when typing in the program.

Main variables

LD\$ large dog user defined character
SD\$ small dog user defined character
W number of wins
O betting odds
B number of dog on which bet is placed
BET amount of bet placed
P amount of money held by each player
N\$ player's name
TB total amount bet on each dog
PP total amount of money held by all players
TR total number of races
SF\$ small fence
LF\$ large fence
L\$ lines on racecourse
GR\$ grass in centre of racecourse
X,Y,XX,RX X,Y coordinates of dog and hare positions

How it works

10-160 main program loop calling PROCedures

120-130 check if all players have lost all their money

170-500 initialise variables
Several user defined graphics are assembled using VDU 23 command.

510-730 Set up screen for course
VDU 19 in 520 sets all colours to black while screen is printed. Colours are restored by VDU 20 at 720.

740-1090 prepare race start
Dogs are placed at start line and hare is seen to run along side of track

1100-2110 main part of program which displays race. Each dog jumps forward a random number of steps with a slight bias for a dog which is on form. Race continues while the dogs disappear from view around bends, and first to reach winning line after one circuit is declared winner. New odds are calculated at 2060-2090

2120-2770 display new odds after each race, request players to place bets on next race. After bets have been placed, starting prices are calculated and displayed

2780-2900 request number of players and their names

2910-3190 PROCEDURE to end game, after five races or when all players have lost their money

3200-3450 PROCEDURE to display instructions

3460-3470 display error messages

```
10 REM GREYHOUND DERBY STAKES
20 REM By Geoff Turner
30 *TV255
40 ON ERROR GOTO 3460
50 MODE 7
60 PROCINSTRUCTIONS:PROCINIT:PROCNAME$
70 PROCBETS
80 MODE 2
90 PROCSCREEN:PROCSTART:PROCACE
100 MODE 7
110 PP=0
120 FOR I=1 TO PL:PP=PP+P(I):NEXT
130 IF PP=0 OR TR=5 THEN 140 ELSE 70
140 PROCEND
150 IF IK$="Y" THEN RUN
160 CLS:END
170 DEFPROCINIT
180 DIM X(5),Y(5),XX(5),LD(5),SD(5),LD$(5),SD$(5),N(5),O(5),B(5),BET(5),P(5),N$(5),TB(5)
190 FOR D=1 TO 5:O(D)=5:NEXT
200 TR=0
210 FOR I=1 TO 5:P(I)=20:NEXT
220 VDU23,224,56,56,16,56,84,16,40,40
230 VDU23,225,0,0,0,85,255,85,85,255
240 VDU23,226,0,85,255,255,85,85,255,255
250 VDU23,227,0,0,0,0,0,0,0,255
260 VDU23,228,255,255,255,255,255,255,255,255
270 VDU23,229,0,0,0,0,48,48,15,15
280 VDU23,230,0,0,0,0,48,48,252,252
290 VDU23,231,15,15,12,12,48,48,0,0
300 VDU23,232,192,192,48,48,12,12,0,0
310 VDU23,233,15,15,12,12,3,3,0,0
320 VDU23,234,192,192,48,48,192,192,0,0
```

```
330 VDU23,235,0,0,34,124,28,36,66,0
340 VDU23,236,0,0,34,124,28,36,24,0
350 VDU23,237,64,64,64,64,64,64,64,64
360 VDU23,238,0,8,6,6,28,188,114,121
370 VDU23,239,0,16,96,96,56,61,78,158
380 SF$=STRING$(20,CHR$(225))
390 LF$=STRING$(20,CHR$(226))
400 LI$=STRING$(20,CHR$(227))
410 GR$=STRING$(20,CHR$(228))
420 SP$=STRING$(20," ")
430 CL$=""
440 LD$(1)=CHR$(229)+CHR$(10)+CHR$(8)+CHR$(231)+CHR$(232)+CHR$(8)+CHR$(11)+CHR$(230)
450 LD$(2)=CHR$(229)+CHR$(10)+CHR$(8)+CHR$(233)+CHR$(234)+CHR$(8)+CHR$(11)+CHR$(230)
460 LD$(3)=CHR$(229)+CHR$(10)+CHR$(8)+CHR$(231)+CHR$(232)+CHR$(8)+CHR$(11)+CHR$(230)
470 LD$(4)=CHR$(229)+CHR$(10)+CHR$(8)+CHR$(233)+CHR$(234)+CHR$(8)+CHR$(11)+CHR$(230)
480 SD$(1)=CHR$(235)
490 SD$(2)=CHR$(236)
500
510 DEFPROCSCREEN
520 FOR C=1 TO 7:VDU19,C,0,0,0,0,0,0:NEXT
530
540 X=0
550 Y=928+RND(32)
560 BCOL 0,RND(7)
570 MOVE X,Y:VDU 224
580 X=X+32+RND(20)
590 IF X<1278 THEN 550
600 MOVE 0,928:BCOL 0,7:PRINT SF$
610 FOR L=1 TO 5:PRINT LI$:NEXT
```


BBC PROGRAM

```

620 GCOL 0,2
630 FOR G=1 TO 6:PRINT GR%:NEXT
640 GCOL 0,7
650 FOR L=1 TO 5:PRINT SP%:LI%:NEXT
660 PRINT
670 PRINT LF%:X=0
680 Y=128+RND(32):GCOL 0,RND(7)
690 MOVE X,Y:VDU 224
700 X=X+32+RND(20)
710 IF X<1270 THEN 680
720 VDU20
730
740 DEF PROCSTART
750 X=0:Y=644-96
760 FOR D=1 TO 5
770   MOVE X,Y
780   GCOL 0,D:PRINT LD%(1);
790   Y=Y-64
800   NEXT D
810 GCOL 0,7
820 MOVE 130,544:DRAW 130,196
830 TIME=0
840 FOR I=1 TO 12
850   READ P,L
860   SOUND 1,0,0,0
870   SOUND 1,-15,P,L
880   NEXT
890
900 DATA 101,5,101,5,101,5,89,5,101,5
910 DATA 109,5,101,5,89,10,89,5,81,20
920 DATA 89,5,81,10
930 REPEAT UNTIL TIME>500
940 RX=0:RY=588
950 MOVE RX,RY:GCOL 0,0:VDU238
960 REPEAT
970   NRX=RX+16
980   TIME=0:REPEAT UNTIL TIME>5
990   MOVE NRX,RY:GCOL 3,2:VDU 238
1000  MOVE RX,RY:VDU 238
1010  RX=NRX
1020  UNTIL RX>1270
1030 VDU 7
1040 GCOL 0,7
1050 MOVE 130,544:PLOT 7,130,196
1060 FOR P=484 TO 196 STEP -64
1070   PLOT 69,130,P
1080   NEXT
1090 ENDPROC
1100 DEF PROCTRACE
1110 FOR D=1 TO 5:LD(D)=1:NEXT
1120 FOR D=1 TO 5
1130   X(D)=0:Y(D)=644-(64*(D-1))-96
1140   NEXT
1150 REPEAT
1160   FOR D=1 TO 5
1170     XX(D)=X(D)+(RND(8)*4)
1180     GCOL 0,0
1190     MOVE X(D),Y(D)
1200     LDT=LD(D)
1210     PRINT LD%(LD(D));
1220     MOVE XX(D),Y(D)
1230     GCOL 0,D
1240     IF LD(D)=1 THEN LD(D)=2 ELSE LD(D)=1
1250     IF XX(D)>1214 LD(D)=LD(D)+2
1260     PRINT LD%(LD(D));
1270     X(D)=XX(D)
1280     NEXT
1290     UNTIL X(1)>1400 AND X(2)>1400 AND X(3)>1400
0 AND X(4)>1400 AND X(5)>1400
1300 RX=1239:RY=720
1310 MOVE RX,RY:GCOL 0,0:VDU239
1320 REPEAT
1330   NRX=RX-16
1340   MOVE NRX,RY:GCOL 3,2:VDU 239
1350   MOVE RX,RY:VDU 239
1360   RX=NRX
1370   TIME=0:REPEAT UNTIL TIME>5
1380   UNTIL RX<-64
1390   FOR D=1 TO 5:SD(D)=1:NEXT
1400   FOR D=1 TO 5
1410     X(D)=1600-(X(D)-1400)
1420     Y(D)=772+(32*(D-1))
1430     NEXT
1440
1450   FOR D=1 TO 5
1460     IF SD(D)=1 THEN SD(D)=2 ELSE SD(D)=1
1470     XX(D)=X(D)-(RND(4)*4)

```

```

1480   GCOL 3,D
1490   MOVE XX(D),Y(D)
1500   SD=SD(D)
1510   PRINT SD%(SD(D));
1520   MOVE X(D),Y(D)
1530   SD(D)=SD
1540   IF SD(D)=2 PRINT SD%(1);
1550   IF SD(D)=1 PRINT SD%(2);
1560   X(D)=XX(D)
1570   SD(D)=SD
1580   NEXT
1590   UNTIL X(1)<-200 AND X(2)<-200 AND X(3)<-200
0 AND X(4)<-200 AND X(5)<-200
1600 RX=0:RY=588
1610 MOVE RX,RY:GCOL 0,0:VDU238
1620 REPEAT
1630   NRX=RX+16
1640   TIME=0:REPEAT UNTIL TIME>5
1650   MOVE NRX,RY:GCOL 3,2:VDU 238
1660   MOVE RX,RY:VDU 238
1670
1680   UNTIL RX>1270
1690 GCOL 0,7
1700 MOVE 1200,548:DRAW 1200,196
1710 WINNER=0
1720 FOR D=1 TO 5:LD(D)=1:NEXT
1730 FOR D=1 TO 5
1740   X(D)=-400+(ABS(X(D))-200)
1750   Y(D)=644-96-(64*(D-1))
1760   NEXT
1770 REPEAT
1780   FOR D=1 TO 5
1790     IF WINNER<>0 THEN 1740
1800     XX(D)=X(D)+(RND(8)*4)+RND(W(D))
1810     LDT=LD(D)
1820     GCOL 0,0
1830     MOVE X(D),Y(D)
1840     LDT=LD(D)
1850     IF XX(D)>1088 THEN XX(D)=1088:WINNER=D:V
DU 7
1860     IF XX(D)<30 GOTO 1930
1870     PRINT LD%(LD(D));
1880     MOVE XX(D),Y(D)
1890     IF LD(D)=1 THEN LD(D)=2 ELSE LD(D)=1
1900     GCOL 0,D
1910     IF X(D)<0 GOTO 1930
1920     PRINT LD%(LD(D));
1930     X(D)=XX(D)
1940     NEXT
1950     UNTIL WINNER<>0
1960     MOVE 0,64
1970     GCOL 0,WINNER
1980     PRINT"THE WINNER IS ";LD%(1);
1990     W(WINNER)=W(WINNER)+1
2000     FOR J=1 TO PL
2010       IF WINNER=B(J) THEN P(J)=P(J)+(BET(J)*O(B
(J))) ELSE P(J)=P(J)-BET(J)
2020       NEXT
2030       TIME=0
2040       REPEAT UNTIL TIME>500
2050       TR=TR+1
2060       FOR I=1 TO 5
2070         O(I)=5+TR/2*W(I)
2080         IF O(I)<1 THEN O(I)=1
2090         IF O(I)>100 THEN O(I)=100
2100         NEXT
2110       ENDPROC
2120       DEF PROCBETS
2130       CLS
2140       PRINT CHR$(141);" GREYHOUND DERBY - LATEST B
ETTING"
2150       PRINT CHR$(141);" GREYHOUND DERBY - LATEST B
ETTING"
2160       PRINT
2170       PRINT" RACE NUMBER ";TR+1
2180       PRINT
2190       PRINT" RUNNER          WINS          ODDS"
2200       PRINT" =====          ====="
2210       PRINT
2220       PRINT CHR$(129);"1 RED          ";W(1),O(1)
;" to 1"
2230       PRINT CHR$(130);"2 GREEN          ";W(2),O(2)
;" to 1"
2240       PRINT CHR$(131);"3 YELLOW          ";W(3),O(3)
;" to 1"
2250       PRINT CHR$(132);"4 BLUE          ";W(4),O(4)
;" to 1"

```


BBC PROGRAM

```

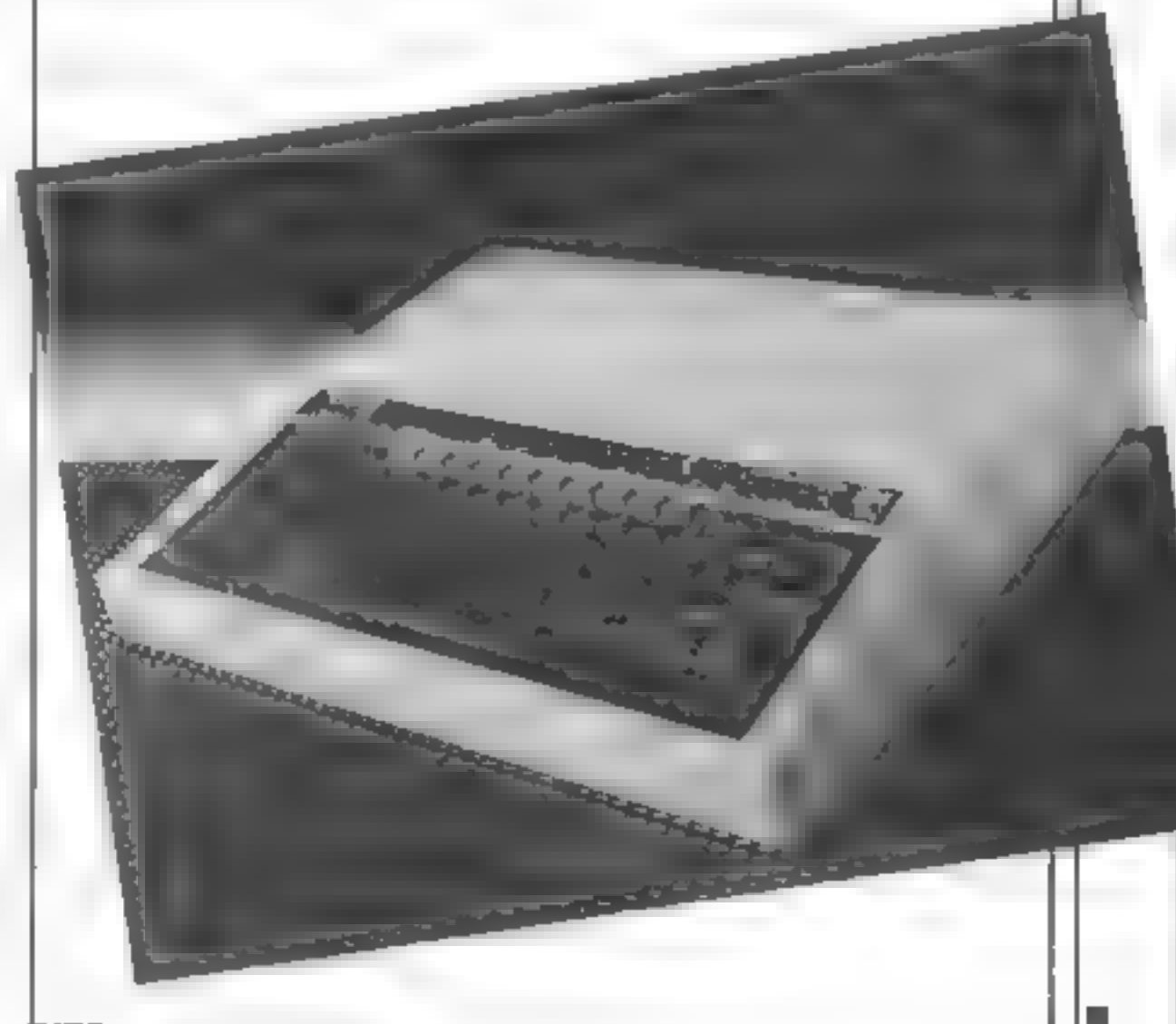
2260 PRINT CHR$(133); "5 MAGENTA"      "N(5),O(5)
;" to 1"
2270 PRINT
2280 PRINT "*****"
2290 PRINT
2300 FOR I=1 TO 5:TB(I)=0:NEXT
2310 TB=0
2320 FOR I=1 TO PL
2330   VDU 7
2340   PRINTTAB(9,15);CHR$(136);CHR$(134); "PLACE
YOUR BETS "
2350   PRINT
2360   PRINT CHR$(141);N$(I); " YOU HAVE "P(I)
;SPC(5)
2370   PRINT CHR$(141);N$(I); " YOU HAVE "P(I)
;SPC(5)
2380   PRINT
2390   *FX15,1
2400   IF P(I)<1 THEN 2410 ELSE 2440
2410   PRINT "SORRY YOUR OUT OF IT ! "
2420   P(I)=0:BET(I)=0:B(I)=0
2430   IK=INKEY(400);GOTO 2530
2440   INPUT "HOW MUCH DO YOU WANT TO BET ? "BET
(I)
2450   IF BET(I)>P(I) OR BET(I)<1 THEN I=I-1:GOTO
2530
2460   IF BET(I)<>INT(BET(I)) THEN I=I-1:GOTO 253
0
2470   PRINT
2480   INPUT "CHOOSE YOUR DOG (1 to 5) ",B(I)
2490   IF B(I)<1 OR B(I)>5 THEN I=I-1:GOTO 2530
2500   IF B(I)<>INT(B(I)) THEN I=I-1:GOTO 2530
2510   TB=TB+BET(I)
2520   TB(B(I))=TB(B(I))+BET(I)
2530   PRINTTAB(0,20);STRING$(40," ")
2540   PRINTTAB(0,22);STRING$(40," ")
2550   NEXT
2560   CLS
2570   FOR I=1 TO 5
2580     IF TB=0 THEN 2630
2590     O(I)=INT(O(I)-(TB(I)/TB+TB/10))
2600     IF TB(I)=0 THEN O(I)=INT(O(I)+TB/5)
2610     IF O(I)<1 THEN O(I)=1
2620     IF O(I)>100 THEN O(I)=100
2630     NEXT
2640     PRINT CHR$(141); " GREYHOUND DERBY STARTING P
RICES"
2650     PRINT CHR$(141); " GREYHOUND DERBY STARTING P
RICES"
2660     PRINT
2670     PRINT CHR$(129); "1 RED"      "O(1);" to 1"
2680     PRINT CHR$(130); "2 GREEN"   "O(2);" to 1"
2690     PRINT CHR$(131); "3 YELLOW"  "O(3);" to 1"
2700     PRINT CHR$(132); "4 BLUE"    "O(4);" to 1"
2710     PRINT CHR$(133); "5 MAGENTA" "O(5);" to 1"
2720     PRINT
2730     PRINT STRING$(40," ")
2740     PRINT:PRINT
2750     PRINT CHR$(136); " PRESS SPACE BAR TO START R
ACE"
2760     IF NOT INKEY(-99) THEN 2760
2770     ENDPROC
2780     DEFPROC NAMES
2790     CLS
2800     PRINT TAB(0,1);CHR$(141); " GREYHOUND DERBY"
2810     PRINT TAB(0,2);CHR$(141); " GREYHOUND DERBY"
2820     *FX15,1
2830     PRINTTAB(3,4);CHR$(134);:INPUT "HOW MANY PLA
YERS (1 to 5) ? "PL
2840     IF PL<1 OR PL>5 OR PL<>INT(PL) VDU 7:GOTO 27
90
2850     PRINTTAB(4,6);CHR$(131); "ENTER EACH PLAYER
S NAME"
2860     FOR I=1 TO PL
2870       PRINTTAB(5,10+I); "PLAYER ";I; " ":INPUT "N
$(I)
2880       IF N$(I)="" THEN 2870
2890       NEXT
2900     ENDPROC
2910     DEFPROC END
2920     IF PP=0 THEN 2930 ELSE 3010
2930     PRINT CHR$(141); "WELL YOU ALL APPEAR TO"
2940     PRINT CHR$(141); "WELL YOU ALL APPEAR TO"
2950     PRINT CHR$(141); "HAVE LOST YOUR MONEY"
2960     PRINT CHR$(141); "HAVE LOST YOUR MONEY"
2970     PRINT

```

```

2980     PRINT "SERVES YOU RIGHT !"
2990     PRINT "YOU SHOULDN'T GAMBLE !"
3000     GOTO 3150
3010     PRINT CHR$(141); "AFTER FIVE RACES"
3020     PRINT CHR$(141); "AFTER FIVE RACES"
3030     PRINT
3040     FOR I=1 TO 5
3050       PRINT CHR$(134);N$(I); " HAS "P(I)
3060       NEXT
3070     FOR I=1 TO PL-1
3080       FOR X=2 TO PL
3090         IF P(I)>P(X) THEN WIN=N$(I)
3100         NEXT
3110       NEXT
3120     PRINT
3130     PRINT CHR$(141); "THE WINNER IS "WIN$
3140     PRINT CHR$(141); "THE WINNER IS "WIN$
3150     PRINT:PRINT
3160     PRINT "WANT ANOTHER GO ? (Y/N) "
3170     IK=INKEY(0)
3180     IF IK="Y" OR IK="N" THEN 3190 ELSE 3170
3190     ENDPROC
3200     DEFPROC INSTRUCTIONS
3210     PRINT SPC(5);CHR$(129);CHR$(141); "GREYHOUND
DERBY
3220     PRINT SPC(5);CHR$(129);CHR$(141); "GREYHOUND
DERBY STAKES"
3230
3240     PRINT "In this game for up to 5 players, each
"
3250     PRINT "player begins with '20 stake money."
3260     PRINT "Bets can be placed on one of five"
3270     PRINT "grayhounds. The game lasts for five"
3280     PRINT "races, and the winner is the player"
3290     PRINT "with the most money at the end of the"
3300     PRINT "game."
3310     PRINT "All the dogs begin the game with equal
"
3320     PRINT "odds, but starting prices are affected
"
3330     PRINT "by the amount of money placed on each"
3340     PRINT "dog."
3350     PRINT "Heavy betting on any one dog will"
3360     PRINT "greatly reduce its starting price."
3370     PRINT "After each race, the odds change"
3380     PRINT "according to the number of races that"
3390     PRINT "each dog has won, and as a dogs form"
3400     PRINT "improves, then its chances of winning"
3410     PRINT "also improve and its odds are reduced.
"
3420     PRINT
3430     PRINT CHR$(129);SPC(8); "PRESS SPACE BAR"
3440     IF NOT INKEY(-99) THEN 3440
3450     ENDPROC
3460     MODE7
3470     REPORT:PRINT " at "IERL

```





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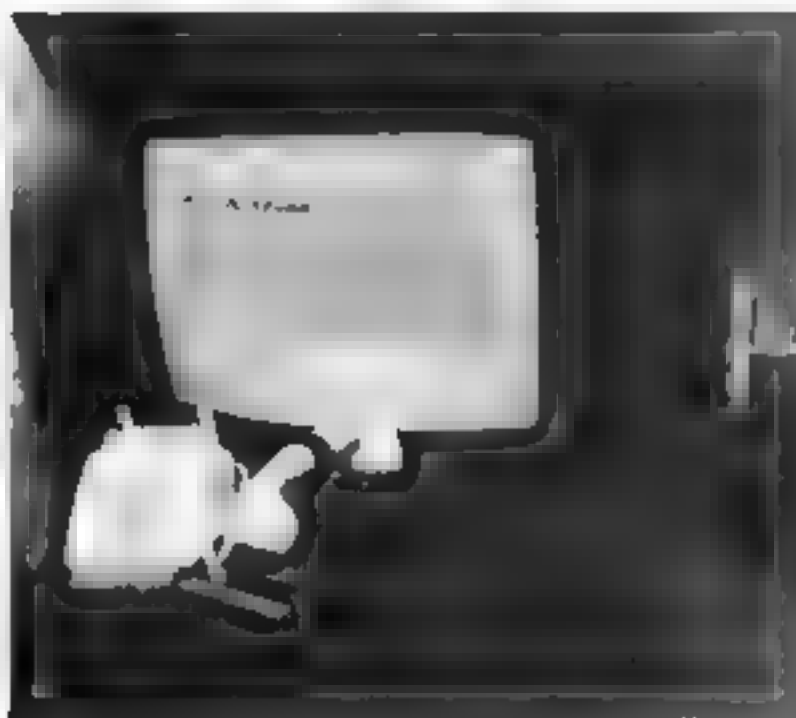
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A winter's tale

Wintersoft graduated into an independent company just four months ago, when one of its partners graduated from college. John Humphreys told Candice Goodwin the story so far

When Middlesex Polytechnic sent John Humphreys on a year's work experience placement as part of his business studies course, writing games on the Dragon was probably not the kind of experience they had in mind.

The idea was that he would be writing business programs on the Apple for personal computer retailers S. W. Winter. But then Sinclair brought out the Spectrum — and John got interested in home computing.

If it hadn't been for Sinclair's delivery problems, Wintersoft might be a very different company now. As it was, John got tired of waiting for the Spectrum he had ordered to turn up. When the Dragon came to the market, he talked S. W. Winter into buying some to sell with their business machines, then talked them into lending him one to take home. He still has that machine today.

John found the Dragon pretty easy to master. "I'd done a lot of BASIC programming on my course, and the Microsoft BASIC the Dragon uses is similar to that on the Apple", he explained.

His first full-scale games program was Dragon Trek. The idea for the game came from his old friend Dave Briskham, who knew someone who knew about Dungeons and Dragons. John and Dave felt there was a gap in the market for an adventure game with graphics, and decided to try and write one.

It was a joint effort, with John doing the main programming and Dave doing the graphics "because he's good at designing creatures." The whole thing took them several months. To get the effects he wanted, John had to take some time to learn machine code, but says "It stood me in good stead for my course." Dragon Trek was finished off during the Christmas '82 holidays, and more Dragon programs followed — Pepper's Games Pack, a utility called Artist/Designer, and Ring of Darkness, Wintersoft's best seller.

The programs were originally sold only by mail order. Though John had now left S. W. Winter and was back at college, S. W. Winter handled the mail order for him — he just designed the advertisements. Because of the association with Winter, John and Dave decided to use the name Wintersoft.

Software companies who have tried for months to get their programs into the High Street stores must be enraged to hear that for Wintersoft, the break into the High Street came without even trying. "Boots had heard about Ring of Darkness and approached us for a copy for evaluation,"

said John. "It was submitted to their testers.

"And though Ring of

Darkness takes quite a long time to play — it has taken some people three months — someone sat



down and played it all the way through. Boots are very thorough."

Finally, Boots decided to take the program, and it has featured in the Dragon best-seller charts ever since.

When he went back to college in autumn last year, John knew that he wanted to work for himself, writing software. As soon as he graduated from Middlesex Polytechnic, with an honours degree, he went into partnership with Dave, who gave up his job as an engineer with Thorn Lighting, and Wintersoft became a separate company. "S. W. Winter were very helpful," John says. "It was always understood that I'd be setting up on my own once I'd finished college. They still do some of the mail order for us, though."

John prefers to write for the Dragon, but Dave likes the Oric better. Between them, they wrote Operation Gremlin, just released for the 48K Oric. In November, they will be releasing an Oric version of Ring of Darkness — and one for the Spectrum.

After that, they plan to bring out Ring of Darkness 2 for all three machines. "It will have the same strengths as the first one, but some differences too. I can't say much about it yet," said John.

"We're also talking to some teachers about producing some educational programs — but that's just pie in the sky at the moment."

John reckons that Wintersoft will stick with adventure games, and predicts that arcade games are on the wane. He hopes to make strong graphics Wintersoft's trademark; his main objection to the Dragon is the limited resolution of its graphics, and he looks forward to working with machines that are less restricted graphically. "I think computers at home are becoming more sophisticated, because people becoming more demanding — and rightly so. The machines currently on the market are stretched to their limits."

After such a short time in business, it's hard to say exactly how well Wintersoft is doing, but John hopes to make "a bit of a profit — which we'll reinvest in extra programmers. It'd be quite nice to be an employer."

Though he feels that his business and programming training was a good foundation for running his own company, John wouldn't necessarily want to recruit someone with a qualification like his own. "I'd look at what programs they'd written already", he says. "You don't need qualifications to write computer games — you just need to be keen and enthusiastic."

The Temple of Zoren Dragon £7.95

Dungeon Software, Milton House, St Johns Street, Ashbourne, Derbyshire DE6 1GH

Dungeon Software has its own distinctive style of producing software. This adventure comes in the company's mini video-type case with a colourful inlay card and good instructions.

The game places you in charge of a damaged ship about to land on Zoren. You, as agent 6809, must bring back four objects: the Golden Orb, a map of Zoren, a new laser pack and a new fuel module without which you cannot get back to Earth.

A detailed high resolution picture starts the game. A city is shown and you must land your

vessel on the landing pad. From there the adventure returns to the more orthodox style of text-type adventures.

The locations are described at length, and the program shows more than a passing resemblance to Dungeon's other main adventure, The Crystal Chalice.

There is a more "spacey" feel about the adventure, though, with robots, horrific aliens and murderous secret police which may be avoided.

The adventure is supposed to be easier than the Crystal Chalice and there is certainly more chance to explore the locations without fear of coming to grief.

| | |
|-----------------|-----|
| instructions | 80% |
| playability | 65% |
| graphics | 55% |
| value for money | 65% |



The Crystal Chalice Of Quorum Dragon £7.95

Dungeon Software, Milton House, St Johns Street, Ashbourne, Derbyshire DE6 1GH

The Crystal Chalice could best be described as an advanced adventure. I had no trouble with loading or with the well written instructions.

The game starts with a title page and very good use is made of the Dragon's meagre sound facilities. The actual game, however, is less inspired.

There are text descriptions of each location, some filling up three quarters of the screen. You are told just a few of the com-

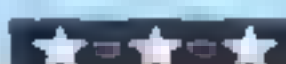
mands available, and there are many others to discover as you try to find all the pieces of the legendary Chalice and place them back in the Palace.

The program responds fairly slowly and has a couple of game errors which do detract from the overall adventure.

For instance, if you type in SAVE to save the game for future play, a funny message about a bird appears. You cannot enter another command and the program eventually breaks with a File Not Open error.

It is credit to the adventure is quite large and definitely complex.

| | |
|-----------------|-----|
| instructions | 80% |
| playability | 60% |
| graphics | 50% |
| value for money | 60% |



Tombs of Xelops Commodore 64 £6.99

Romik Software, 272 Argyll Avenue, Slough, Berks

A text adventure game set in the Egyptian desert. Your objective is to find tombs, search rooms and collect treasure.

On your journeys you will come across the normal useful articles which you can pick up in case they come in handy later on. You will also encounter some nasty situations and foes.

The cassette map card is quite helpful, given that a map is given away too much about the adventure to come.

Apparently there are more than 100 rooms to explore, once you

have got inside the tombs. This seemed quite a good game, although there were the usual limitations of the computer not understanding input.

For example, on coming to a door, "open" prompted the reply "no key" which is fair enough. But "break door" "examine door" and "he like" gave the response "can I see it".

If you like textual adventures, then this is worth considering. Its days must be numbered, though, with the increase in adventures that allow you to switch between text or graphics as you wish.

| | |
|-----------------|-----|
| instructions | 70% |
| playability | 75% |
| graphics | 70% |
| value for money | 70% |



On the trail of the unexpected

Take micro, load program, start playing. We look at what's new in adventure games

Pettigrews Diary Dragon £7

Shards Software, 189 Lion Road, Hurd Lane, LG1 2UQ

This is an adventure in three chapters linked by the diary of the tale. The chapters are independent, but you can only progress by completing the earlier ones.

Chapter 1 is a graphic adventure set in a burning farmhouse. A bird's eye view shows you the rooms, you represented by a cross, and deadly flames shown as circles, spreading through the house.

Your task is to find a certain object which you need to be able to obtain the code allowing access to the next chapter.

Chapter 2 is a real time text adventure set in London. The

object of this chapter is revealed by the diary. You begin with £100 and must be careful, as £10 a day is necessary for survival.

You can travel on the underground for £2, using the arrow keys for movement.

So far I have been among other things, tried for causing a breach of the peace, tried and set to work in a kitchen.

I have not, however, been able to acquire the right knowledge to progress to Chapter 3.

According to the written instructions, Chapter 3 is entitled European Trek and consists of eight separate challenges.

| | |
|-----------------|-----|
| instructions | 85% |
| playability | 90% |
| graphics | 85% |
| value for money | 90% |



Quest ARK Spectrum £5.95

Hewson, 60A St Mary's Street, Walsingham, Oxon

One of the classic adventure themes which start: "You are on a path leading through a dark wood."

The aim is to find a scroll with clues to how to go on and find a map.

There are, of course, a selection of hostile monsters in the wood and treasure here and there.

The player is invited to choose one of five characters, each with a different attribute of strength, luck, dexterity, constitution and charm, and these are used in a complex calculation to decide who wins fights with the

monsters. After a lengthy but easy loading, a very attractive three dimensional picture of a primrose path and trees and mountains appears, scrolling to the usual adventure-style prompts.

I hit a few snags though. On one occasion I plodded steadily north repeatedly finding the same hole in the ground. Another time I went on and on and on, and found nothing. Curved space, perhaps.

The instructions on the insert are mind-bogglingly comprehensive.

| | |
|-----------------|-----|
| instructions | 90% |
| playability | 80% |
| graphics | 80% |
| value for money | 70% |



SORD M5 PROGRAM

You're lost in space and low on fuel...

You are in control of a ship patrolling the galaxy but your radar system has broken down and you are totally lost.

How long will you survive without crashing into an asteroid? Will you be able to replenish your ever-diminishing fuel supply quickly enough?

When you RUN this program, a brief set of instructions will appear telling you the controls among other things.

Then the computer will wait for you to press the space key. When you do you'll see your small humble ship in the middle of the screen which is littered with asteroids and space pods.

Ramming one of these space pods will increase your fuel supply but if you crash into an asteroid, it's the end of your ship and the game. You will be told your score and asked if you'd like another game.

Typing in the program: The rather flimsy manual (if you could call it that) which comes with the M-5 doesn't tell you much about the machine and you might have difficulty typing in the program unless you read the following.

Our first program for the Sord M5 is Space Pilot, by Shingo Sugiura. Type it in and see how long you can survive...

Inverse characters which appear in various lines — 20 and 70, for example — must be obtained by simultaneously pressing SHIFT+CTRL and the appropriate key.

Do not forget to type in the 17 spaces in line 210 after the semi-colon.

The arrows which appear in lines 530,550,610,650,660 and

680 must be obtained by pressing SHIFT+CTRL and the appropriate cursor keys.

While typing in this program you might find the screen go totally blank although you can still hear the click every time you press a key. This means that you pressed CTRL and Y by mistake. Simply press CTRL and Y simultaneously and all should be well.

How it works

10-20 prepare the screen
30 call procedures to define characters and print instructions
70 print score and energy status
80 decrease energy level
90-120 check keyboard and take appropriate action
170-200 print asteroids or space pods
230-260 scroll screen in appropriate direction
270 if energy level is zero you lose
280 go back to beginning
290-440 define characters and colour them
450-580 end of game
590-740 instructions

Hints on conversion

It would be very difficult to convert this program to run on other machines as you'd have to write machine code routines to scroll the screen in four directions, although most machines will allow you to scroll the screen vertically.

```
10 POKE 250,0:POKE 251,0:POKE 252,0:POKE 253,0:POKE 254,0:POKE 255,0:POKE 256,0:POKE 257,0:POKE 258,0:POKE 259,0:POKE 260,0:POKE 261,0:POKE 262,0:POKE 263,0:POKE 264,0:POKE 265,0:POKE 266,0:POKE 267,0:POKE 268,0:POKE 269,0:POKE 270,0:POKE 271,0:POKE 272,0:POKE 273,0:POKE 274,0:POKE 275,0:POKE 276,0:POKE 277,0:POKE 278,0:POKE 279,0:POKE 280,0:POKE 281,0:POKE 282,0:POKE 283,0:POKE 284,0:POKE 285,0:POKE 286,0:POKE 287,0:POKE 288,0:POKE 289,0:POKE 290,0:POKE 291,0:POKE 292,0:POKE 293,0:POKE 294,0:POKE 295,0:POKE 296,0:POKE 297,0:POKE 298,0:POKE 299,0:POKE 300,0:POKE 301,0:POKE 302,0:POKE 303,0:POKE 304,0:POKE 305,0:POKE 306,0:POKE 307,0:POKE 308,0:POKE 309,0:POKE 310,0:POKE 311,0:POKE 312,0:POKE 313,0:POKE 314,0:POKE 315,0:POKE 316,0:POKE 317,0:POKE 318,0:POKE 319,0:POKE 320,0:POKE 321,0:POKE 322,0:POKE 323,0:POKE 324,0:POKE 325,0:POKE 326,0:POKE 327,0:POKE 328,0:POKE 329,0:POKE 330,0:POKE 331,0:POKE 332,0:POKE 333,0:POKE 334,0:POKE 335,0:POKE 336,0:POKE 337,0:POKE 338,0:POKE 339,0:POKE 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613,0:POKE 614,0:POKE 615,0:POKE 616,0:POKE 617,0:POKE 618,0:POKE 619,0:POKE 620,0:POKE 621,0:POKE 622,0:POKE 623,0:POKE 624,0:POKE 625,0:POKE 626,0:POKE 627,0:POKE 628,0:POKE 629,0:POKE 630,0:POKE 631,0:POKE 632,0:POKE 633,0:POKE 634,0:POKE 635,0:POKE 636,0:POKE 637,0:POKE 638,0:POKE 639,0:POKE 640,0:POKE 641,0:POKE 642,0:POKE 643,0:POKE 644,0:POKE 645,0:POKE 646,0:POKE 647,0:POKE 648,0:POKE 649,0:POKE 650,0:POKE 651,0:POKE 652,0:POKE 653,0:POKE 654,0:POKE 655,0:POKE 656,0:POKE 657,0:POKE 658,0:POKE 659,0:POKE 660,0:POKE 661,0:POKE 662,0:POKE 663,0:POKE 664,0:POKE 665,0:POKE 666,0:POKE 667,0:POKE 668,0:POKE 669,0:POKE 670,0:POKE 671,0:POKE 672,0:POKE 673,0:POKE 674,0:POKE 675,0:POKE 676,0:POKE 677,0:POKE 678,0:POKE 679,0:POKE 680,0:POKE 681,0:POKE 682,0:POKE 683,0:POKE 684,0:POKE 685,0:POKE 686,0:POKE 687,0:POKE 688,0:POKE 689,0:POKE 690,0:POKE 691,0:POKE 692,0:POKE 693,0:POKE 694,0:POKE 695,0:POKE 696,0:POKE 697,0:POKE 698,0:POKE 699,0:POKE 700,0:POKE 701,0:POKE 702,0:POKE 703,0:POKE 704,0:POKE 705,0:POKE 706,0:POKE 707,0:POKE 708,0:POKE 709,0:POKE 710,0:POKE 711,0:POKE 712,0:POKE 713,0:POKE 714,0:POKE 715,0:POKE 716,0:POKE 717,0:POKE 718,0:POKE 719,0:POKE 720,0:POKE 721,0:POKE 722,0:POKE 723,0:POKE 724,0:POKE 725,0:POKE 726,0:POKE 727,0:POKE 728,0:POKE 729,0:POKE 730,0:POKE 731,0:POKE 732,0:POKE 733,0:POKE 734,0:POKE 735,0:POKE 736,0:POKE 737,0:POKE 738,0:POKE 739,0:POKE 740,0:POKE 741,0:POKE 742,0:POKE 743,0:POKE 744,0:POKE 745,0:POKE 746,0:POKE 747,0:POKE 748,0:POKE 749,0:POKE 750,0:POKE 751,0:POKE 752,0:POKE 753,0:POKE 754,0:POKE 755,0:POKE 756,0:POKE 757,0:POKE 758,0:POKE 759,0:POKE 760,0:POKE 761,0:POKE 762,0:POKE 763,0:POKE 764,0:POKE 765,0:POKE 766,0:POKE 767,0:POKE 768,0:POKE 769,0:POKE 770,0:POKE 771,0:POKE 772,0:POKE 773,0:POKE 774,0:POKE 775,0:POKE 776,0:POKE 777,0:POKE 778,0:POKE 779,0:POKE 780,0:POKE 781,0:POKE 782,0:POKE 783,0:POKE 784,0:POKE 785,0:POKE 786,0:POKE 787,0:POKE 788,0:POKE 789,0:POKE 790,0:POKE 791,0:POKE 792,0:POKE 793,0:POKE 794,0:POKE 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1311,0:POKE 1312,0:POKE 1313,0:POKE 1314,0:POKE 1315,0:POKE 1316,0:POKE 1317,0:POKE 1318,0:POKE 1319,0:POKE 1320,0:POKE 1321,0:POKE 1322,0:POKE 1323,0:POKE 1324,0:POKE 1325,0:POKE 1326,0:POKE 1327,0:POKE 1328,0:POKE 1329,0:POKE 1330,0:POKE 1331,0:POKE 1332,0:POKE 1333,0:POKE 1334,0:POKE 1335,0:POKE 1336,0:POKE 1337,0:POKE 1338,0:POKE 1339,0:POKE 1340,0:POKE 1341,0:POKE 1342,0:POKE 1343,0:POKE 1344,0:POKE 1345,0:POKE 1346,0:POKE 1347,0:POKE 1348,0:POKE 1349,0:POKE 1350,0:POKE 1351,0:POKE 1352,0:POKE 1353,0:POKE 1354,0:POKE 1355,0:POKE 1356,0:POKE 1357,0:POKE 1358,0:POKE 1359,0:POKE 1360,0:POKE 1361,0:POKE 1362,0:POKE 1363,0:POKE 1364,0:POKE 1365,0:POKE 1366,0:POKE 1367,0:POKE 1368,0:POKE 1369,0:POKE 1370,0:POKE 1371,0:POKE 1372,0:POKE 1373,0:POKE 1374,0:POKE 1375,0:POKE 1376,0:POKE 1377,0:POKE 1378,0:POKE 1379,0:POKE 1380,0:POKE 1381,0:POKE 1382,0:POKE 1383,0:POKE 1384,0:POKE 1385,0:POKE 1386,0:POKE 1387,0:POKE 1388,0:POKE 1389,0:POKE 1390,0:POKE 1391,0:POKE 1392,0:POKE 1393,0:POKE 1394,0:POKE 1395,0:POKE 1396,0:POKE 1397,0:POKE 1398,0:POKE 1399,0:POKE 1400,0:POKE 1401,0:POKE 1402,0:POKE 1403,0:POKE 1404,0:POKE 1405,0:POKE 1406,0:POKE 1407,0:POKE 1408,0:POKE 1409,0:POKE 1410,0:POKE 1411,0:POKE 1412,0:POKE 1413,0:POKE 1414,0:POKE 1415,0:POKE 1416,0:POKE 1417,0:POKE 1418,0:POKE 1419,0:POKE 1420,0:POKE 1421,0:POKE 1422,0:POKE 1423,0:POKE 1424,0:POKE 1425,0:POKE 1426,0:POKE 1427,0:POKE 1428,0:POKE 1429,0:POKE 1430,0:POKE 1431,0:POKE 1432,0:POKE 1433,0:POKE 1434,0:POKE 143
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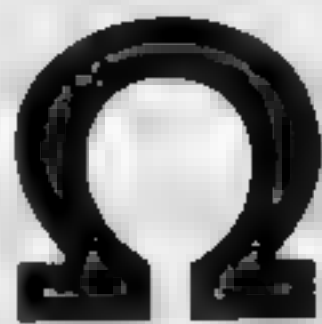
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ONE COMPANY'S VIEW

Greed that could hit you

In the beginning, the home computer software industry was not so much a business, more a pleasure. It was also one from which programmers, software companies and dealers could all make a good income and still give the public products it wanted at a fair price. But recently things have changed.

Since the beginning of this year, a number of "distributors" have sprung up. They have courted dealers by promising bigger profits with less work. The distributor will tell the shops what to stock, so they needn't worry their little heads about it any longer.

So, you might think, what a nice chap the distributor is to look after the dealer so well. If that was the end of the story, no one would object — but the distributor is not a nice chap. The distributor is greedy.

At the moment, and all but the most powerful software houses will back this up, distributors demand that they buy programs at a 60 per cent margin.

To put that into English, take the example of an average program selling at £5.95. The Government takes 78p VAT, the distributor wants £3.10 and the software company is left with 2.07p. For the £2.07 the software house has to:

- 1 Find the program
- 2 Pay the person who wrote it and provide computers to write it on
- 3 Design the packaging
- 4 Arrange and pay for the manufacture of the program
- 5 Advertise it to dealers and the public
- 6 Sell it
- 7 Deliver it to their customers

Once you have paid all these bills, you might, if you are lucky, have something left over to pay the rent, rates and taxman. How many software houses are going to go bust because of the Inland Revenue's new-found interest, created by certain idiots going on about £35,000-a-year programmers?

For the £3.10 the distribution is getting, he is taking a product out of a warehouse and putting it on to dealers' shelves where it may get sold.

What if the software house thinks that this is a bit unfair? Well unfortunately, the few big distributors now control the vast majority of outlets selling software — so if you don't like their terms of business, you don't get to sell anything. Simple really isn't it?

Well, I call it blackmail, because if you don't go bust by dealing with them, you certainly will by not selling at all.

The small software houses must get together and tell the distributors where to get off. This would be something useful for the Guild of Software Houses to do rather than putting out customer's charters.

And next time you hear of another software company going under (and you will be reading about quite a few of these soon) or you cannot find the cassette you want in your local dealer, maybe you will understand why.

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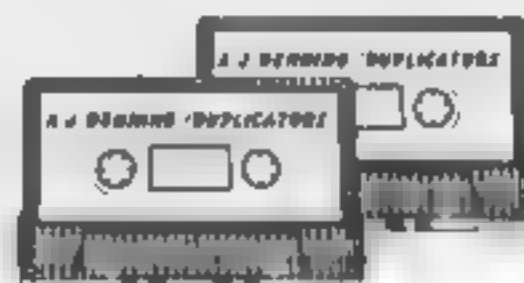
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Sinclair Special

6



Inside...

*Setting new standards in
educational software with
Sinclair-Macmillan*

Plus six other learning programs

TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace as teaching aids for the very youngest children and the ZX Spectrum is prominent amongst those micros at use in schools.

In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered. Yes, with the right software, the micro can and does teach effectively and thoroughly (and gives teachers more time to devote to individual pupils). Yes, young children think little of working rapidly and successfully, with a screen and keyboard on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of these advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fast-growing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.



David Park
Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM[™]

Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability.

The instructive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.



Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphagape — The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Rats — Press the letter key that is displayed on the gun to destroy the rats which have invaded the cellar!

Invaders — Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated matchstick man marches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the matchstick man drops the mark into place. After successful completion of every sentence in the exercise, light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird appears with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Grub Game is displayed. Press the correct character to change the grub into a butterfly...before it munches through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child inserts the correction by guiding an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognising letters and using the Spectrum keyboard are needed to save the apples as they fall to the ground.

Speech Marks

A comprehensive program including sentences with one or two sets of speech marks ("inverted commas") and exercises in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. Guide Max the mouse through a maze, after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellous

A spelling game with ten levels of vocabulary, including words with silent first letters, double letters and other difficult words. The Princess has been captured and carried off to Castle Spellous. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a siege tower is built for each correctly spelt word. Mistakes are costly — the wicked wizard appears as a vampire bat, turning the men into frogs, butterflies and bats!

When ten words are spelt correctly the rescue begins and the wizard takes flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The Learn to Read series is derived from Macmillan Education's best-selling primary school reading scheme, Gay Way. It offers a unique opportunity for parents and

teachers to participate in the child's first experience in reading

Macmillan Education's Science Horizons is one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and enjoyable.



Learn to Read 1

Learn to Read 1 is designed for children who are just beginning to read. It is in four parts, each of which develops skills central to the reading process — letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters — Ben the dog, Jip the cat and their friends.



Learn to Read 2

Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red," "green," "car," "ship" and "bus" are introduced. In addition, Learn to Read 2 features an attractive 'reward' system enabling children to see their achievements grow.



Learn to Read 3

Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complex reading process. Learn to Read 3 features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 30 words.



Learn to Read 4

Learn to Read 4 is the alphabet program in the Learn to Read series.

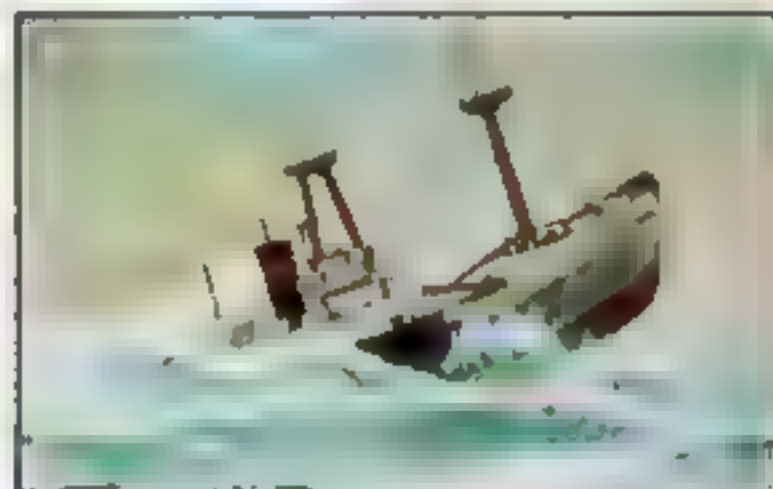
Using various stimulating activities the program gives the child plenty of practice in working with the alphabet — matching initial letters to words and pictures and spotting missing letters. These exercises build familiarity with simple sequences within the alphabet.



Learn to Read 5

Learn to Read 5 teaches positional language — often difficult to understand and remember — by using words and phrases such as "behind" and "in front of," "inside" and "outside."

The program first demonstrates the meanings of the words using clear pictures. It then tests the child's understanding of the words in two lively games.



Cargo

Set sail around the world. Choose your ports of call — New York, Tokyo, Belem, Helsinki — then the real challenge begins! You must reach your destinations safely, weathering storms on the way. But first, load your cargo — using all your knowledge and skill. Poor loading can mean capsizing and sinking. Your rank, if not your life, is always at stake!



Glider

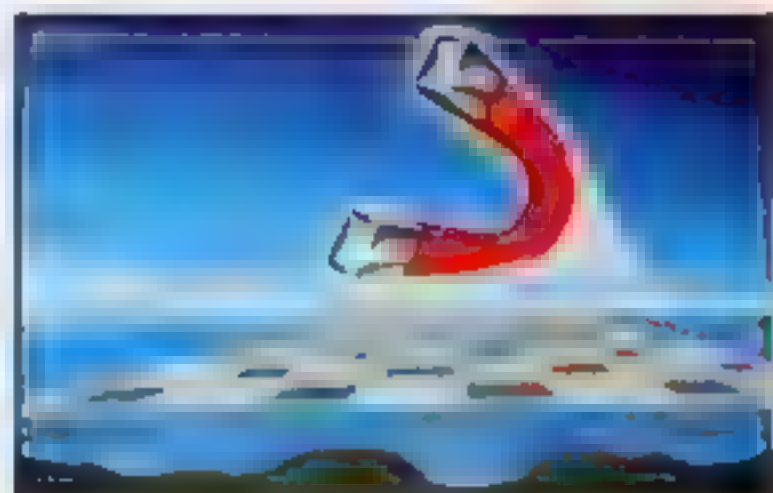
Be a glider pilot! The glider models real-life gliding conditions so that you can learn through experience. As the pilot you must consider the time of day, the amount of cloud cover and the kind of terrain below you in order to find the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield and land safely — if you can.



Survival

Discover what it is like to be an animal in the wild! Be a lion stalking your prey, escaping human hunters. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival models the natural world and brings to life hazards that different creatures must face in their struggle to stay alive.



Magnets

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one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs - or with dozens of other Spectrum programs.

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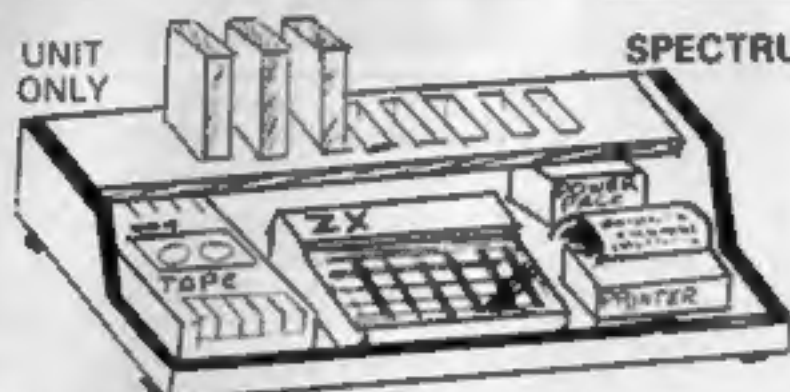
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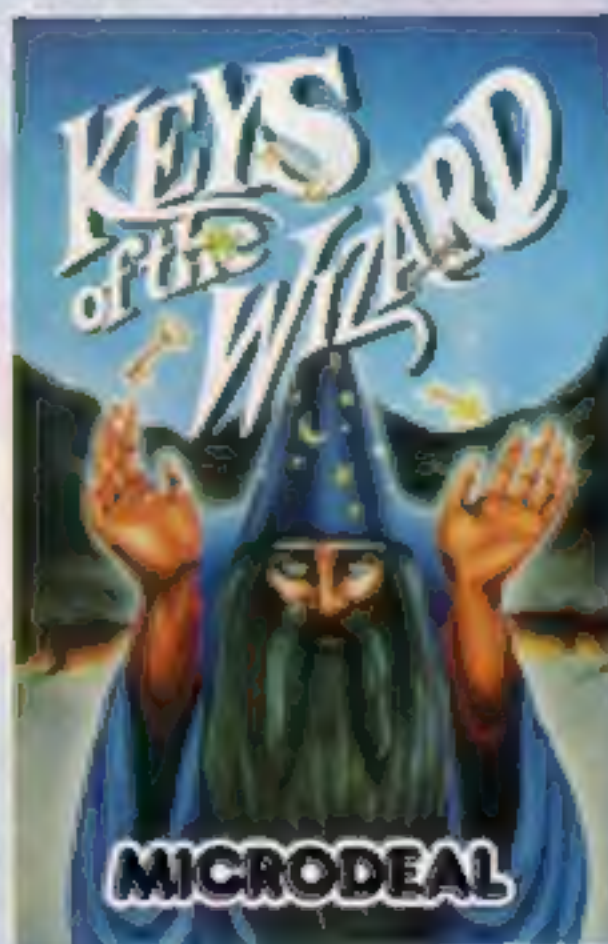
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